



MARCH 1991

£1.95
With Free
Game Tape

WHAT'S NEW THIS MONTH: COMMODORE 64 GAMES

EXCLUSIVE!!! SUPER MONACO GP. REVIEWED

It's the Wheel Thing!!

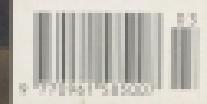
OTHER GAMES REVIEWED:

- ★ SWIN
- ★ SUPREMACY
- ★ DRAGON STRIKE
- ★ LINE OF FIRE
- ★ SUPER CARS
- ★ EXTERMINATOR
- ★ NIGHT SHIFT

AND SO MUCH MORE
IT'LL MAKE YOUR
BLADDER BURST!!

SOME TAPES ARE
COOL, SOME TAPES
ARE RAD,
AND THIS 'UNS AN
ABSOLUTE HOOSIE,
BUT IF YOU DO NOT
FIND YOUR TAPE
PLACED HERE,
YOU'D BETTER ASK
THE NEWSIE!!

FUNKY FRUITBAT -
1991



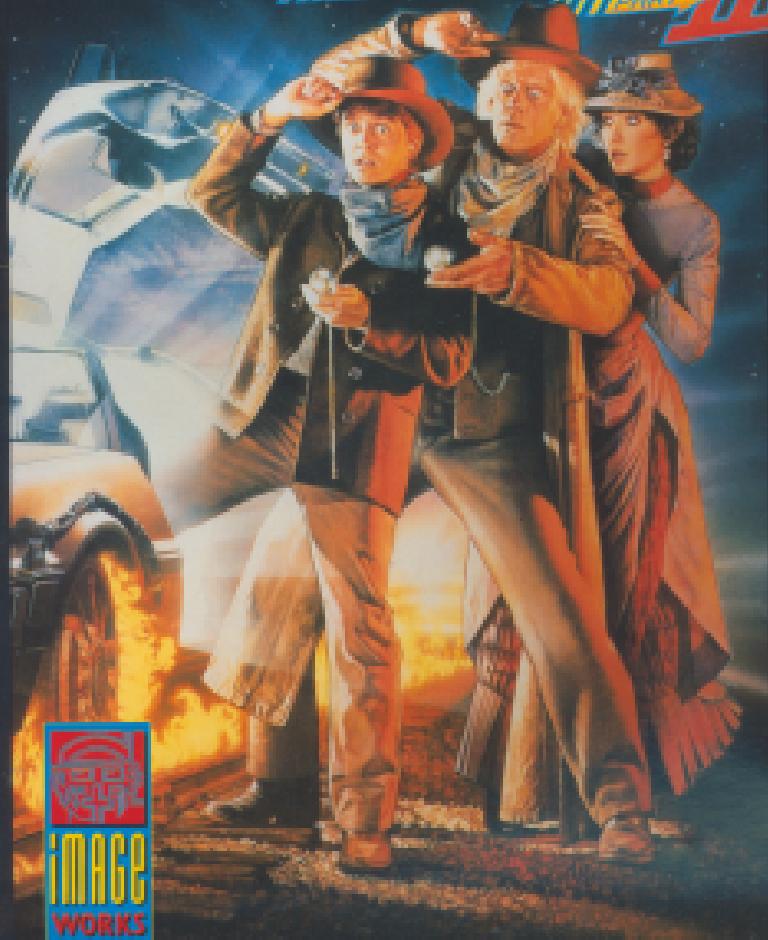
NEON ZONE RETURNS INSIDE



COMING SOON...

BACK TO THE FUTURE III

Part III

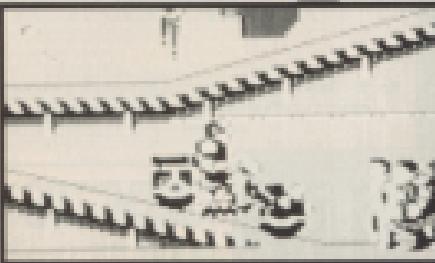


© 1990 ImageWorks Ltd. All rights reserved.

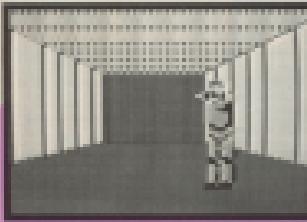
IMAGE WORKS, PAPER HOUSE, 118 Southwark Street, London SE1 0SD Tel: 071-828 1184 Fax: 071-828 2494

o SUPER MONACO GP (p12) - If you're looking for speed you don't have to head down to the bins behind the Carlton Palace, you've got more than enough in this nasty little beastie, and it's legal too!!

**6th
POSITION**
**13th
LAP POSITION**



o JUDGE DREDD (p11) - He is the law!! And if you get him drunk at a party you could well find out that JD's other catchphrase is "I am a borg".



o LINE OF FIRE (p24) - This sounds a bit like a typical Moscowite queue outside a fire station?



o KONSOLE KRAZY (p41) - We are, it is, you've gotta be!! This is the column for those karmy enough to shell out twenty quidories for a game!! (And those who have to - like, hell)

CONTENTS

YC MARCH 1991

featuoonies

18 **the toy fair** Jeff Clay's there in the navy (books off to Britain's most fun show and comes back with a surprising report and a new horde of playthings!!)

44 **zine machine** Read Flyby. What the hell cycles with Flyby, outlines how you can soft your own organ.

reviews

11 **judge dredd**

12 **super monaco gp** (PC Fun-Dex)

20 **supremacy** (PC Fun-Dex)

24 **line of fire**

26 **exterminator**

28 **super cars**

32 **dragon strike**

40 **night shift**

60 **swiv** (YC Fun-Dex)

regulars

04 **data** Our data on the scene, and who is this month's top spazoo???

23 **supremacy compo** The cockpit of Kingpin's plane in our test of *Supremacy*!

25 **budgie column** Sweet, sweet, I thought I was a budgie parent!!

30 **yc goody bag** The YC can hand goodness - have you got any more space on your shelf?

36 **post apocalypse** Above, shopping, and a mouse called Regal - one of those you won't find here!

39 **swiv compo** Lowly model kits for you to lose at the time price is!

41 **konsole krazy** How much? How far's got a cart, all I need is the sofa and probably be cheaper).

48 **next month** More funnery on one page than in an entire issue of *Bliss Abroad*!

50 **misadventures** Higgins plays post-apo, goes to the same store of *adventure*!! (Ed.)

53 **scum of the earth** Come on, are you? We're thinking of reviving it *Post of the Earth*?

56 **neon zone** The arcade column is back with more neonity bits than ever before!

64 **thangs to come** Crystal ball jokes (again).

on the tape

16 **swiv demo, the cranmore diamond affair, mind games, the astrodus affair**

poster

34 **super monaco gp - us gold**

DATA



YOU MUST BE JOKING

Q. What do you call an editor with jelly for brains?

A. Rix (from... I don't get it! - Ed)

If you can better this feeble effort, please send the crappiest jokes you know to: You Must Be Joking, YC, 20 Potters Lane, Kim Farm, Milton Keynes, MK11 3HF.

IT'S AS HIP AS



PEOPLE DO THE SPACKIEST THINGS

No. 2 - David Darling says "Codemasters are now bigger than Paul Daniels", and that need be magic!

GREMLINS AND DRAGONS

Grenlin Graphics are currently riding on a "quest" of a wave after announcing their Biggle Easter license "HeroQuest" - no they're not doing a side-line in Scoots After Shave - if you didn't already know.

Heroquest is M&B's bestselling fantasy board game.

The Heroquest board game is one of those dungeon & goblin strategy things for up to four players (the sort that I can never understand) with one player setting up the dungeon and controlling the little plastic Citadel monsters whilst the other players have a wild and mean quest inside it.

Grenlin look set to be fantasy gameplayer's heroes if the conversion is as spiffy as the board game but for now I'll settle down to a milder game of Ludo!



WITH BEVY BABES

AS A BANANA FLIP

YC FARMYARD TOP TEN

1. *Moo-mwalker* - US Gold
2. *Gas-clands* - Domark
3. *Duck Tracy* - Empire
4. *RoboCop* - Ocean
5. *Barn's Tale* - Electronic Arts
6. *Cattle Command* - Ocean
7. *Milkworm* - Virgin Mastertronic
8. *Powergoat* - Accolade
9. *Eggs-Out* - Rainbow Arts
10. *The Sty Who Loved Me* - Domark



OCEAN COP THIRD LICENSE

RoboCop - the hero in a tin can is about to start making his third film and yep third time lucky for those Mancunians - they've copied the *RoboCop* license. The plot for the film hasn't been revealed yet let alone the format for the computer game

but as usual it promises to be a superb cocktail of violence and american mayhem as the silver do-gooder cleans up some more streets of crime but leaves them covered in blood, guts and innies - I'd prefer the innies personally!

RECIPE OF THE MONTH

Due to popular demand, this issue sees the return of the recipe corner. If you remember, Mama was ever-so pleased for our wonderful *Spam Fritter* treat, so this month we give you something for your last course (you may need an adult to help).

TC BANANA FLIP

(Serves 1)

Ingredients

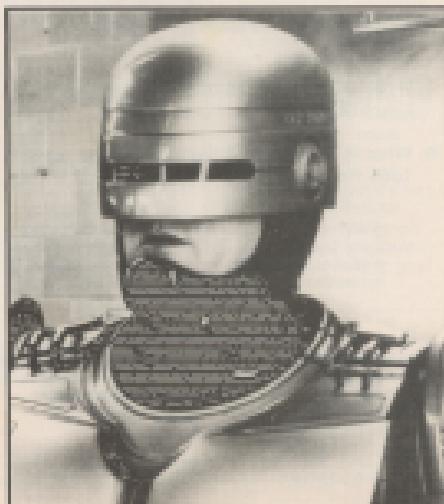
- 1 small banana
- 1.5 tbs custard powder
- 1/2 granulated sugar
- 1/2 pint milk

1. Blend the banana...

2. Mix a small drop of the milk and the sugar and custard powder into a paste, and add to the puree banana.
3. Add the rest of the milk and stir in well.
4. Pop in a Microwave for 3 minutes on full power (or bring to the boil in a saucepan), occasionally stirring.

When it has gone thick, pour it into a bowl.

5. Place it in the fridge, with the top covered by a plate, until set.
6. Eat it (but remember to take the plate off the top first).



VIRGIN POLE-AXED

If you're one of those people who reached out and bought *Golden Axe* when the first batch were released in December and were still enough to get to level five, you must've been still 'cause there's still none.

You see, some dude down in the tape dungeon failed to realize that the game was meant to be released with five levels and left the last one out. Since then the duplicator has been shot (probably) and Virgin has given us a call to ask us to get those people

with dodgy tapes to send them back to the address also on these pages, labelled Virgin Customer Service Dept.). In return you'll get a brand spanking new copy with level five when it ought to be.

If you don't know whether you've got the level or not 'cause you're such a spazoo and can't get that far - tough you'll forever be sitting there wondering if you're one of those smucky people and it serves you right for being so crazy.

THE 'ON THE SPOT,
YOU'VE EITHER GOT IT
OR YOU'VE NOT' QUIZ

1. What three military vehicles do you get your grubby mitts on in *Swiv?*
2. What three characters can you play in *Viz?*
3. Who has recently gone on a World Cup Glory?
4. What are the names of the two workers in *Night Shift?*
5. What is the name of the main character in *Total Recall?*

university, like a teacher, a monk, and a saint. In this, the author, like a teacher, like a monk, and a saint, is a teacher.

LICENSED TO GILL

Something fishy is going on at Millennium! The fins are in progress to convert James Pond onto the Q44.

The Amiga Bond game was a simply superb underwater arcade adventure which can best be described as James Bond meeting the Mario Brothers in submarines - yup it's a bit of an adventure mixed with cuttle elements shaken but not stirred and it promises to be an action packed and fun-filled as the films themselves.



MARCH 1991
On sale February 28

978
AlphaPlus Publications Ltd
20 Potters Lane, Kilburn
Milton Keynes, MK11 3HF
Email: alpha@alpha.plus

Readers' enquiries on
Tuesday

Editor
Rik Henderson
Group Editor
Paula M. Johnson

Designer
Helen Rasmussen

Publisher
Hermann Way

Advertising Manager Class. Editor

Contributors
Post Apocalyptic
Jeffrey Derry
Gavin Eugene
Duncan Evans
Beverly Gardner
Alan Lathwell
Paul Pinto

TURTLEY OVER THE TOP

I really thought we had seen the end of those pizza-breathed henchmen given the fact that there is now everything from toothpaste to underpants but no - Miramax are weassing out all the green gold out of these turtles by announcing Teenage Mutant Hero

Turtles™ 2 and 3.

It looks like the games will be more or the same (see YC February for review) - shame as Miramax could have done something really stonky with such a license. By my reckoning the games will be out pretty damn quick if they are to cash the band wagon before the heroes do a "Batman" and go out of fashion as quick as deodor-bogers.

Let's hope that two and three improves on the first but if you ask me TM doesn't only stand for Trade Mark it means Too Much!



INFO-FREAKO

We give you the addresses behind the games!!!

US GOLD LTD
Units 3 & 3 Holland Way
Holland
Birmingham
West Midlands
B9 7AX

OCEAN SOFTWARE LTD
6 Central Street
Manchester
M2 5HS

DOMARK LTD
Ferry House
51-57 Lucy Road
London
SW15 1PR

VIRGIN MASTERTRONIC LTD
3-4 Vernon Yard
Portobello Road
London
W11 2DX

More next month!!!!

YANKY PANKY

Team Yankie - Empire's strategical tank warfare simulation which did so well on 16-bit is at last to make it onto the Commodore.

The 16-bit game (a conversion of the No 1 best-selling book) is a top-arts and accurate tank sim designed to test your leadership and tactical skills to the full. However,

technical bolts amongst you must be thinking "cool, how is all that spacious information going to fit onto the mere cassette" - well that's just what Empire are tactically deciding! It is unsure whether the C64 game will be a sim or an arcade shoot-em-up but it's sure to be a game that Mr Hussein would fall abysmally at cos it's too real a modern tank warfare simulation!



With permission of magazine appearing on the fourth page of each month. No part of this magazine may be reproduced, stored in a retrieval system, transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publisher.

Subscription Rates: UK £32.00/US \$45.00 post free, Cdn \$41.00/Euro 32.00/Malta £32.00/Deb 32.00/For East, £21.00 or 3000/Overseas Post of the World, £20.00/Postage on request from YC Subscriptions Department, Robert Hale Publishers Ltd, 8 River Park Estate, Birkhampton, Hereford.

HPM INC.
USA Subscription Agent: Mail Out Worldwide Publications, 2214 West 20th Street, Torrance, CA 90507, USA.

Cover and poster origination by Reproline Prints, Northampton.

Distributed by Seymour International Press Distributors Ltd, Windsor House, 179 London Road, Norfolk, London NW1 8AT, UK. Telephone 0171 587 2888.

© 1991 Ashton Publications Ltd.
ISSN 0959-0277

CART! POW!

A WHOLE NEW WORLD OF
WITH COMMODORE 64
IMMEDIATE ACCESS

**OUTSTANDING
GAME PLAY**

**ONLY
19.99 EACH**

PLUGS STRAIGHT IN



THESE FANTASTIC GAMES ARE ONLY A PLUG AND PLAY. THE SIZE AND DEPTH OF PLAY MEANS THIS IS A MUST HAVE.

OCEAN SOFTWARE LTD
6 CANTERBURY STREET
MANCHESTER M2 2HS
TEL: 061 832 6693
FAX: 061 834 0660

*2 MEG + 256K OF MEMORY



CRIDGE RUNNER

LOADS OF FUN AND EXCITEMENT
FOR THE C64 GAME CARTRIDGES
LOSS OF UP TO 2 MEG!

**INSTANT
LOADING**

**IMPROVED
GRAPHICS**

INTO ANY C64 COMPUTER



...CAN ONLY BE MADE ON CARTRIDGE BECAUSE THE
C64 IS THE ONLY WAY WE CAN MAKE 'EM.

techn



FROM ALL GOOD
SOFTWARE STOCKISTS

C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

And, as a special bonus, you can receive a free piece of software if you contact us before March 22nd 1991.

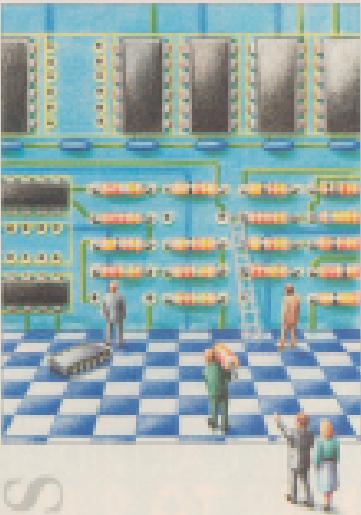
The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And each repair will be carried out within 12 working days!

To schedule a repair and claim your free software, simply call Michelle or Matthew on 0713 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

And remember, if you call before March 22nd you can claim a FREE piece of software.



C 6 4 R E P A I R S



**FREE
SOFTWARE**

**Commodore
National
Repair Centre**
0713 391234

RMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SP

**£39.95
COVERS
ANY
REPAIRS**

JUDGE DREDD

CREDIT CARD

• Very	• Dredd	• Playable	• Various
• mostly FX	• looks	• REACTS	• levels and
• and a	• good, but	• enough to	• sub-games
• 40 SCREENS	• 4 SCREENS	• keep you	• 40 (16)
• exciting	• the	• coming	• names of
• last but	• scenario is	• back to	• Dredd
• nothing	• a bit on	• new sub-games	• different,
• too	• the cult	• see this	• other decent
• special	• side.	• next level,	• action.

Throw down your weapons and come quietly or there will be trouble. So, saying all hell broke loose, bullets spew from widen bodies, gore splattered the monitor, and the end of crime was underway. And then Duncan Evans realised that he was supposed to be reviewing an older form of law enforcement, and gave up playing Robocop in favour of Judge Dredd.

Priority for Virgin really, that Robocop has completely overshadowed Judge Dredd as the future of law enforcement, but you can't keep a good comic character down, and after dozens of 2000AD characters have been passed, Dredd gets

his turn in Judge Dredd till to the point I supposed, the computer game.

Witness the difficulty simplex, putting you on Dredd, against compuging lathe, teleports and chok. Either keep the cheap rate down, avoid being killed, and compug your results, or

NAME: Judge Dredd.
SUPPLIER: Virgin.
PRICE: £19.99 (age, £14.99 Disc).
RELEASE DATE: In the pipelines.

80%

Great fun for Dredd fans, but the simple gameplay, and routine backgrounds may deter all but the hardened fan.

take the long walk. For some reason the end of game future scenes are presented in incredibly blocky black and white. Or, is this meant to be comic art? If that was drawn with a big piece of coal.

Anyway, first off there's a computer terminal emulation piece that comes up rather unexpectedly. Logging on is obvious enough, but it's a disappointment to see the frequencies that were on the 16-line screens have been cut from here. Basically all you get is background info, so you may as well get on with the game pronto.

First up is the Bar Taverne block, and problems with Factions. Apart from getting 'too much', they also have a marked desire to jump and squish you. Make, mmm... You keep the combat max, albeit by shooting F-fighters and other imps that will offer up power-ups, and energy, against environmental bludging, body utilisation, 'Teleporter' etc. - destroy the four food skins (skins lying around the block) (big squish).

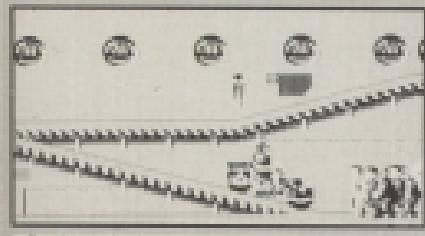
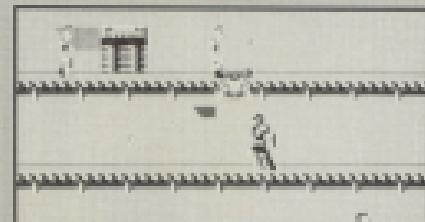
Platform and action game all office scenes, and then escape out of the city, before the crime rate reaches maximum and you get the chop. Avoiding the Factions and running out of energy is pretty easy with the only trouble coming from the crime rate. For every innocent that dies, Dredd's crime rate is increased (that gets shed by you if you're the crime rate

exceeds it does anyway, but this makes it worse), and only continuous ventilation of large bat passengers reduces it. And the destruction of the food dispensers. Thankfully when you knock out one of these it goes down to zero. Dredd looks suitably like Dredd (you should see the Arreaga version - he looks like a farmer in winter) and the sprites are pretty good, what there are of them, but the background is really monotonous. I know you're going through a lower block, but does it have to look so dull?

At least on the way back or on a long stretch you can call up your repartees, though because while on his wheels, Dredd doesn't have the co-ordination to ride and talk at once.

What saves the game from being incredibly tedious is just past several shooting battles, and shooting the other guys. Dad enough power-ups, is that each of the six levels is mapped. It may not be exactly to scale but since you can pause the action and work out where you are it saves a huge lot of plodding.

There are six levels all told, right in the same vein, with some 'teleporter' bouncy jump action thrown in. For Dredd and platform fans this is good stuff, just in time to be a bit routine for your armchair gamer. Pretty good, but an acquired taste.



• Here that says, there's a bunch of factions (Andy Williams' hypothesis) running amok in the city to teach them a lesson about law enforcement - yes, can that be true?

SUPER MONACO

When it comes to white-knuckled thrills you can't beat a good old fashioned racing game. Rick Henderson couldn't even beat a tortoise with a gammy leg, but he tried...

The biggest game of Gran Turismo 1999 was quite undoubtedly Turbo Outrun, undoubtedly because it was so scintillingly accurate to the arcade machine and was easily the best racing game ever on the CD (at that time). And finally US Gold has released a game that attempts to better the best.

Again a Sega coin-op is the inspiration for the brummie company's latest 'Turbo' (if you can't burn-to-more-em-up' and again Probe is the development team chosen for the awesome task of converting a game that, if we're honest to ourselves, is pretty unconvertible. But not only has it succeeded in making the game as shiny as they come, but Probe's even expanded the entire game far beyond the very limited appeal of the arcade machine.

This time you've discarded the naff little cars, the Perniks and the Pouches, for the ultimate ride in the form of a

rather chunky Formula One thrashing beast (and we're not talking Sinclair GS here, we're talking speed with a capital SPEED) designed solely to zip around at a breakneck pace, and if you crash that'll certainly be what'll happen to you (breakneck, geddit).

Before you can get into that slick little number you'll have to decide what type of gearhead you want your underpaid and overworked mechanics (probably called Lee and Lance) to put in it, their reply will probably be "Doc... I'm not sure about that gearhead, we can do it for you on Wednesday, but your points'll need a good seeing to, and those Spanks of yours are absolutely grimy, and have you seen them?", at which point you'd probably punch them both in the nose and take it down to the Renault garage in St John's Wood. Fortunately Probe has skipped this little 'Torquay' and has given you a simple option of

choosing any one of three 'classes'. The 'B' class allows you to concentrate on the driving alone as the gears are wholly automatic. The 'A' class gives you four gears to

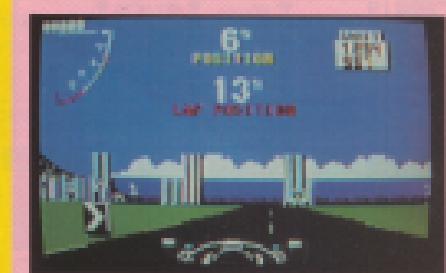
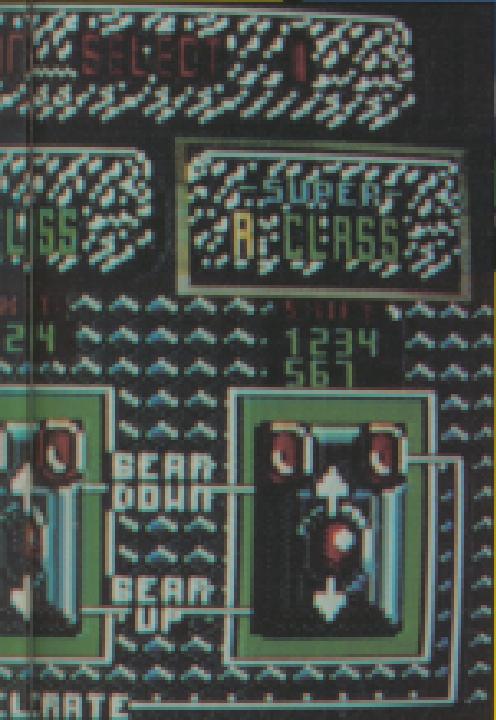
play with, and the 'Super A' class gives you control of seven (this is only recommended for Nicki Lauda as you'll probably end up crashing out of a burning wreck with a complexion much



ACO GP

like Freddy Krueger's, unless you're particularly good).

When you finally get down onto the track you first have to qualify (in true Pole Position tradition) to see which



There's something rather unlucky about being in 13th position. Not the number, but the fact that the driver who ends up there has to eat the skirts of the champions!



place you hold on the grid (or to see if you piled back to sunny Outer Mongolia with your tail, and your spark plugs, firmly grasped between your legs). Then you get to race against other cars (Crocs), all of which are hungry for the very same championship as you, and nearly percent of them put you quite categorically in the shade. You have to complete three laps in order to finish the race - this is where reality is completely obliterated for the sake of playability, could you imagine having to

complete the same circuit over 70 laps.

At the end of the race you must always be in a position within the maximum, and each race the limit decreases. If you fail to be within this you'll be disqualified and that's the end of the game for you. This is a shame 'cause you'll be missing out on some cracking later levels. (There's a screen in all), especially the final one, being Monaco.

And this is really all there is to the game. It would be nice to say that it offers something different than the norm,

• SONICS	Although they're a very band	• SONS	These aren't any game that's meant to	• SONY	• SOUL
• SOHO		• SOPHIE	any game that's meant to	• SOUP	• SOUP
• SOHO		• SOPHIE	any game that's meant to	• SOUP	• SOUP
• SOHO		• SOPHIE	any game that's meant to	• SOUP	• SOUP
• SOHO		• SOPHIE	any game that's meant to	• SOUP	• SOUP

NAME: Super Monaco GP
\$1,000,000 US Gold

More thrills than a Jean Claude Van Damme movie and far prettier to boot. Real 'on the edge of your seat' stuff.

set that would indeed be flying. But the reason why it's easy to rave about this game is the fact that, although it's does very little new, the stuff it offers is that much better than most. Super Monaco GP is certainly not a simulation of motor racing, no sirre. It's a humble arcade game with over 60acky graphics and tipping good gameplay and, as Nick Leader would say, "It's a FLAMING good lot!"

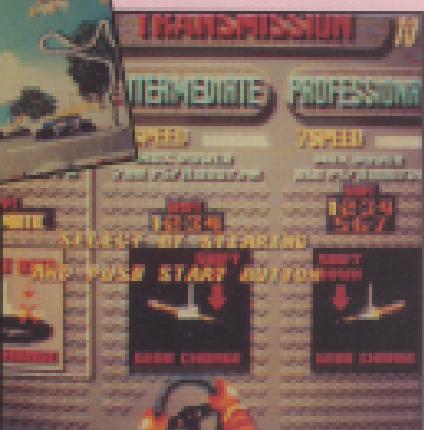


THE ARCADE MACHINE

Essentially the most popular game in the arcades in Summer last year Super Monaco's appeal was really due to it's super fast graphics and amazingly gripping gameplay. It's only fault was the limit in the number of tracks you can race on, but when you're in that sit-down cabinet and the sound of the engines gets you going you'll be as hooked as the fish that was caught by fifteen different fishermen at the same time.



You can certainly expect Sega to churn out a sequel with more tracks, but you can say how could a cell



ON THE TAPE

What do you get if you mix three full games and one stonky demo? The YC cassette of course, or perhaps 30 quids worth of prime software.

SWIV DEMO

Just how stonky is that game that Rick's currently raving about? Well, this is your chance to test it out!

THE CRANMORE DIAMOND AFFAIR

A GAC adventure where you have to don your black and red snappy sweater, stick a smelly old stocking over your head and steal a whopping-great diamond.

MIND GAMES

Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entranced with the 'button' to end all civilisation.

THE ASTRODUS AFFAIR

Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

NOTE

Due to slight cock-up in last month's *On The Tape*, it seemed as if there were six games on the tape in preference to four, although the tape label quite clearly only showed four games to be available. We apologize for any confusion this may have caused and have put the two games that were missing on this month's instead. Sorry!

THE CONTENTS

- Side A: SWIV Demo, The Cranmore Diamond Affair
- Side B: Mind Games, The Astrodus Affair



THE CRANMORE DIAMOND AFFAIR

Programmer: Tony Romeo
Type: Complete game - Adventure

Your hotel room was ideally suited to the audacious scheme that you had dreamt up. Across the street stood CRANMORE building where the famous CRANMORE DIAMOND was being exhibited.

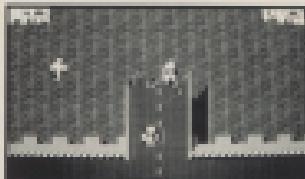
You reflected how your present circumstances had forced you to consider stealing the precious gem, but that was the reason you were here!

You were in a small town with a few shops, a hotel and a police station. You certainly had no intention of ending up there. You glanced at the time, it was almost 5.00 pm, and the last day of the exhibition. You had about 11 hours to execute your daring plan. After that, the diamond would no longer be accessible.

You stared vaguely out the hotel window, below street lamps everywhere glowed brightly in the evening dusk. One sip of Brandy you thought to calm your jangling nerves, and

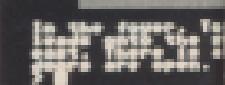
In this stonking demo of the mega-splitting shoot-em-up from Stom, you get a chance to play about 60% of the first level. The instructions are simple: You are a helicopter that must progress up the screen and you must blast absolutely everything that comes in sight.

When a bubble comes on screen you can either wear it (making you invincible for a short time) or you can shoot it a few times and it will explode, killing everything on the



screen (except you).

As a hint, if you manage to answer the three questions at the beginning of the game correctly, you'll be awarded the maximum firepower!!



then it was time to begin...

The CRAHMORE DIAMOND offer is a text and graphic adventure where the tests all your powers of nerve and deduction. Throughout the adventure you give your commands in the usual way. For example, Take the Paper or Examine the Chest, etc., etc. The adventure is set in real time, providing you have a WATCH. Some of the commands you already know are:

TAKE/GET - To acquire an object

DROP - To discard an object

HS/E/W - To move around the adventure

LOOK - To view your current location

TEXT/WORDS - To follow the adventure in text only

PCT - to follow the adventure with graphics also

LISTR/W - To display your belongings

SAVE - To save current position in the game

LOAD - To reload a previously saved position

TIME - To restart the real time display throughout the game

X - To cancel the real time display

You may also be able to converse with certain people. For example, 'Ask water about the drink', etc. A feature of the game is the ability to make fairly complex commands like; Take the watch and throw it. A word of warning, look out for the thief! Good luck on your quest...



MIND GAMES

Programmer: Homer A. Perry

Type: Complete game - Adventure

Controls: Joystick in port two



A summit conference of the world's two military giants is scheduled for tomorrow, but for no very good reason the US president has gone totally insane. Well, not totally insane, one coherent idea remains alive deep within his subconscious. It is your mission, should you accept it, to guide this small bubble of sanity through the labyrinth of the president's mind, destroying insane thoughts and opening the doors of reason. Ultimately you must find the exit from his subconscious and enter the president's conscious mind, restoring his sanity. The president's subconscious is made up of a 10 x 16 grid of 256 rooms. Each room is full of insane thoughts which must be blasted. When a certain number of thoughts have been destroyed (this number is different for each room) the doors will begin to open. The player can then pass through these into the next room, until the exit is reached, and sanity restored.

Two tape, £12.99, for the Amstrad CPC 464, 664, 6128, 6164, 6100, 6120, 6140, 6160, 6180, 6190, 6192, 6194, 6196, 6198, 6199, 6200, 6201, 6202, 6203, 6204, 6205, 6206, 6207, 6208, 6209, 6210, 6211, 6212, 6213, 6214, 6215, 6216, 6217, 6218, 6219, 6220, 6221, 6222, 6223, 6224, 6225, 6226, 6227, 6228, 6229, 6230, 6231, 6232, 6233, 6234, 6235, 6236, 6237, 6238, 6239, 6240, 6241, 6242, 6243, 6244, 6245, 6246, 6247, 6248, 6249, 6250, 6251, 6252, 6253, 6254, 6255, 6256, 6257, 6258, 6259, 6260, 6261, 6262, 6263, 6264, 6265, 6266, 6267, 6268, 6269, 6270, 6271, 6272, 6273, 6274, 6275, 6276, 6277, 6278, 6279, 6280, 6281, 6282, 6283, 6284, 6285, 6286, 6287, 6288, 6289, 6290, 6291, 6292, 6293, 6294, 6295, 6296, 6297, 6298, 6299, 6300, 6301, 6302, 6303, 6304, 6305, 6306, 6307, 6308, 6309, 6310, 6311, 6312, 6313, 6314, 6315, 6316, 6317, 6318, 6319, 6320, 6321, 6322, 6323, 6324, 6325, 6326, 6327, 6328, 6329, 6330, 6331, 6332, 6333, 6334, 6335, 6336, 6337, 6338, 6339, 6340, 6341, 6342, 6343, 6344, 6345, 6346, 6347, 6348, 6349, 6350, 6351, 6352, 6353, 6354, 6355, 6356, 6357, 6358, 6359, 6360, 6361, 6362, 6363, 6364, 6365, 6366, 6367, 6368, 6369, 6370, 6371, 6372, 6373, 6374, 6375, 6376, 6377, 6378, 6379, 6380, 6381, 6382, 6383, 6384, 6385, 6386, 6387, 6388, 6389, 6390, 6391, 6392, 6393, 6394, 6395, 6396, 6397, 6398, 6399, 6400, 6401, 6402, 6403, 6404, 6405, 6406, 6407, 6408, 6409, 6410, 6411, 6412, 6413, 6414, 6415, 6416, 6417, 6418, 6419, 6420, 6421, 6422, 6423, 6424, 6425, 6426, 6427, 6428, 6429, 6430, 6431, 6432, 6433, 6434, 6435, 6436, 6437, 6438, 6439, 6440, 6441, 6442, 6443, 6444, 6445, 6446, 6447, 6448, 6449, 6450, 6451, 6452, 6453, 6454, 6455, 6456, 6457, 6458, 6459, 6460, 6461, 6462, 6463, 6464, 6465, 6466, 6467, 6468, 6469, 6470, 6471, 6472, 6473, 6474, 6475, 6476, 6477, 6478, 6479, 6480, 6481, 6482, 6483, 6484, 6485, 6486, 6487, 6488, 6489, 6490, 6491, 6492, 6493, 6494, 6495, 6496, 6497, 6498, 6499, 6500, 6501, 6502, 6503, 6504, 6505, 6506, 6507, 6508, 6509, 6510, 6511, 6512, 6513, 6514, 6515, 6516, 6517, 6518, 6519, 6520, 6521, 6522, 6523, 6524, 6525, 6526, 6527, 6528, 6529, 6530, 6531, 6532, 6533, 6534, 6535, 6536, 6537, 6538, 6539, 6540, 6541, 6542, 6543, 6544, 6545, 6546, 6547, 6548, 6549, 6550, 6551, 6552, 6553, 6554, 6555, 6556, 6557, 6558, 6559, 6560, 6561, 6562, 6563, 6564, 6565, 6566, 6567, 6568, 6569, 6570, 6571, 6572, 6573, 6574, 6575, 6576, 6577, 6578, 6579, 6580, 6581, 6582, 6583, 6584, 6585, 6586, 6587, 6588, 6589, 6590, 6591, 6592, 6593, 6594, 6595, 6596, 6597, 6598, 6599, 6600, 6601, 6602, 6603, 6604, 6605, 6606, 6607, 6608, 6609, 6610, 6611, 6612, 6613, 6614, 6615, 6616, 6617, 6618, 6619, 6620, 6621, 6622, 6623, 6624, 6625, 6626, 6627, 6628, 6629, 6630, 6631, 6632, 6633, 6634, 6635, 6636, 6637, 6638, 6639, 6640, 6641, 6642, 6643, 6644, 6645, 6646, 6647, 6648, 6649, 6650, 6651, 6652, 6653, 6654, 6655, 6656, 6657, 6658, 6659, 6660, 6661, 6662, 6663, 6664, 6665, 6666, 6667, 6668, 6669, 6670, 6671, 6672, 6673, 6674, 6675, 6676, 6677, 6678, 6679, 6680, 6681, 6682, 6683, 6684, 6685, 6686, 6687, 6688, 6689, 6690, 6691, 6692, 6693, 6694, 6695, 6696, 6697, 6698, 6699, 6700, 6701, 6702, 6703, 6704, 6705, 6706, 6707, 6708, 6709, 67010, 67011, 67012, 67013, 67014, 67015, 67016, 67017, 67018, 67019, 67020, 67021, 67022, 67023, 67024, 67025, 67026, 67027, 67028, 67029, 67030, 67031, 67032, 67033, 67034, 67035, 67036, 67037, 67038, 67039, 67040, 67041, 67042, 67043, 67044, 67045, 67046, 67047, 67048, 67049, 67050, 67051, 67052, 67053, 67054, 67055, 67056, 67057, 67058, 67059, 67060, 67061, 67062, 67063, 67064, 67065, 67066, 67067, 67068, 67069, 67070, 67071, 67072, 67073, 67074, 67075, 67076, 67077, 67078, 67079, 67080, 67081, 67082, 67083, 67084, 67085, 67086, 67087, 67088, 67089, 67090, 67091, 67092, 67093, 67094, 67095, 67096, 67097, 67098, 67099, 67100, 67101, 67102, 67103, 67104, 67105, 67106, 67107, 67108, 67109, 67110, 67111, 67112, 67113, 67114, 67115, 67116, 67117, 67118, 67119, 67120, 67121, 67122, 67123, 67124, 67125, 67126, 67127, 67128, 67129, 67130, 67131, 67132, 67133, 67134, 67135, 67136, 67137, 67138, 67139, 67140, 67141, 67142, 67143, 67144, 67145, 67146, 67147, 67148, 67149, 67150, 67151, 67152, 67153, 67154, 67155, 67156, 67157, 67158, 67159, 67160, 67161, 67162, 67163, 67164, 67165, 67166, 67167, 67168, 67169, 67170, 67171, 67172, 67173, 67174, 67175, 67176, 67177, 67178, 67179, 67180, 67181, 67182, 67183, 67184, 67185, 67186, 67187, 67188, 67189, 67190, 67191, 67192, 67193, 67194, 67195, 67196, 67197, 67198, 67199, 67200, 67201, 67202, 67203, 67204, 67205, 67206, 67207, 67208, 67209, 67210, 67211, 67212, 67213, 67214, 67215, 67216, 67217, 67218, 67219, 67220, 67221, 67222, 67223, 67224, 67225, 67226, 67227, 67228, 67229, 67230, 67231, 67232, 67233, 67234, 67235, 67236, 67237, 67238, 67239, 67240, 67241, 67242, 67243, 67244, 67245, 67246, 67247, 67248, 67249, 67250, 67251, 67252, 67253, 67254, 67255, 67256, 67257, 67258, 67259, 67260, 67261, 67262, 67263, 67264, 67265, 67266, 67267, 67268, 67269, 67270, 67271, 67272, 67273, 67274, 67275, 67276, 67277, 67278, 67279, 67280, 67281, 67282, 67283, 67284, 67285, 67286, 67287, 67288, 67289, 67290, 67291, 67292, 67293, 67294, 67295, 67296, 67297, 67298, 67299, 67300, 67301, 67302, 67303, 67304, 67305, 67306, 67307, 67308, 67309, 67310, 67311, 67312, 67313, 67314, 67315, 67316, 67317, 67318, 67319, 67320, 67321, 67322, 67323, 67324, 67325, 67326, 67327, 67328, 67329, 67330, 67331, 67332, 67333, 67334, 67335, 67336, 67337, 67338, 67339, 67340, 67341, 67342, 67343, 67344, 67345, 67346, 67347, 67348, 67349, 67350, 67351, 67352, 67353, 67354, 67355, 67356, 67357, 67358, 67359, 67360, 67361, 67362, 67363, 67364, 67365, 67366, 67367, 67368, 67369, 67370, 67371, 67372, 67373, 67374, 67375, 67376, 67377, 67378, 67379, 67380, 67381, 67382, 67383, 67384, 67385, 67386, 67387, 67388, 67389, 67390, 67391, 67392, 67393, 67394, 67395, 67396, 67397, 67398, 67399, 67400, 67401, 67402, 67403, 67404, 67405, 67406, 67407, 67408, 67409, 67410, 67411, 67412, 67413, 67414, 67415, 67416, 67417, 67418, 67419, 67420, 67421, 67422, 67423, 67424, 67425, 67426, 67427, 67428, 67429, 67430, 67431, 67432, 67433, 67434, 67435, 67436, 67437, 67438, 67439, 67440, 67441, 67442, 67443, 67444, 67445, 67446, 67447, 67448, 67449, 67450, 67451, 67452, 67453, 67454, 67455, 67456, 67457, 67458, 67459, 67460, 67461, 67462, 67463, 67464, 67465, 67466, 67467, 67468, 67469, 67470, 67471, 67472, 67473, 67474, 67475, 67476, 67477, 67478, 67479, 67480, 67481, 67482, 67483, 67484, 67485, 67486, 67487, 67488, 67489, 67490, 67491, 67492, 67493, 67494, 67495, 67496, 67497, 67498, 67499, 67500, 67501, 67502, 67503, 67504, 67505, 67506, 67507, 67508, 67509, 67510, 67511, 67512, 67513, 67514, 67515, 67516, 67517, 67518, 67519, 67520, 67521, 67522, 67523, 67524, 67525, 67526, 67527, 67528, 67529, 67530, 67531, 67532, 67533, 67534, 67535, 67536, 67537, 67538, 67539, 67540, 67541, 67542, 67543, 67544, 67545, 67546, 67547, 67548, 67549, 67550, 67551, 67552, 67553, 67554, 67555, 67556, 67557, 67558, 67559, 67560, 67561, 67562, 67563, 67564, 67565, 67566, 67567, 67568, 67569, 67570, 67571, 67572, 67573, 67574, 67575, 67576, 67577, 67578, 67579, 67580, 67581, 67582, 67583, 67584, 67585, 67586, 67587, 67588, 67589, 67590, 67591, 67592, 67593, 67594, 67595, 67596, 67597, 67598, 67599, 67600, 67601, 67602, 67603, 67604, 67605, 67606, 67607, 67608, 67609, 67610, 67611, 67612, 67613, 67614, 67615, 67616, 67617, 67618, 67619, 67620, 67621, 67622, 67623, 67624, 67625, 67626, 67627, 67628, 67629, 67630, 67631, 67632, 67633, 67634, 67635, 67636, 67637, 67638, 67639, 67640, 67641, 67642, 67643, 67644, 67645, 67646, 67647, 67648, 67649, 67650, 67651, 67652, 67653, 67654, 67655, 67656, 67657, 67658, 67659, 67660, 67661, 67662, 67663, 67664, 67665, 67666, 67667, 67668, 67669, 67670, 67671, 67672, 67673, 67674, 67675, 67676, 67677, 67678, 67679, 67680, 67681, 67682, 67683, 67684, 67685, 67686, 67687, 67688, 67689, 67690, 67691, 67692, 67693, 67694, 67695, 67696, 67697, 67698, 67699, 67700, 67701, 67702, 67703, 67704, 67705, 67706, 67707, 67708, 67709, 67710, 67711, 67712, 67713, 67714, 67715, 67716, 67717, 67718, 67719, 67720, 67721, 67722, 67723, 67724, 67725, 67726, 67727, 67728, 67729, 67730, 67731, 67732, 67733, 67734, 67735, 67736, 67737, 67738, 67739, 67740, 67741, 67742, 67743, 67744, 67745, 67746, 67747, 67748, 67749, 67750, 67751, 67752, 67753, 67754, 67755, 67756, 67757, 67758, 67759, 67760, 67761, 67762, 67763, 67764, 67765, 67766, 67767, 67768, 67769, 67770, 67771, 67772, 67773, 67774, 67775, 67776, 67777, 67778, 67779, 67780, 67781, 67782, 67783, 67784, 67785, 67786, 67787, 67788, 67789, 67790, 67791, 67792, 67793, 67794, 67795, 67796, 67797, 67798, 67799, 67800, 67801, 67802, 67803, 67804, 67805, 67806, 67807, 67808, 67809, 67810, 67811, 67812, 67813, 67814, 67815, 67816, 67817, 67818, 67819, 67820, 67821, 67822, 67823, 67824, 67825, 67826, 67827, 67828, 67829, 67830, 67831, 67832, 67833, 67834, 67835, 67836, 67837, 67838, 67839, 67840, 67841, 67842, 67843, 67844, 67845, 67846, 67847, 67848, 67849, 67850, 67851, 67852, 67853, 67854, 67855, 67856, 67857, 67858, 67859, 67860, 67861, 67862, 67863, 67864, 67865, 67866, 67867, 67868, 67869, 67870, 67871, 67872, 67873, 67874, 67875, 67876, 67877, 67878, 67879, 67880, 67881, 67882, 67883, 67884, 67885, 67886, 67887, 67888, 67889, 67890, 67891, 67892, 67893, 67894, 67895, 67896, 67897, 67898, 67899, 67900, 67901, 67902, 67903, 67904, 67905, 67906, 67907, 67908, 67909, 67910, 67911, 67912, 67913, 67914, 67915, 67916, 67917, 67918, 67919, 67920, 67921, 67922, 67923, 67924, 67925, 67926, 67927, 67928, 67929, 67930, 67931, 67932, 67933, 67934, 67935, 67936, 67937, 67938, 67939, 67940, 67941, 67942, 67943, 67944, 67945, 67946, 67947, 67948, 67949, 67950, 67951, 67952, 67953, 67954, 67955, 67956, 67957, 67958, 67959, 67960, 67961, 67962, 67963, 67964, 67965, 67966, 67967, 67968, 67969, 67970, 67971, 67972, 67973, 67974, 67975, 67976, 67977, 67978, 67979, 67980, 67981, 67982, 67983, 67984, 67985, 67986, 67987, 67988, 67989, 67990, 67991, 67992, 67993, 67994, 67995, 67996, 67997, 67998, 67999, 68000, 68001, 68002, 68003, 68004, 68005, 68006, 68007, 68008, 68009, 68010, 68011, 68012, 68013, 68014, 68015, 68016, 68017, 68018, 68019, 68020, 68021, 68022, 68023, 68024, 68025, 68026, 68027, 68028, 68029, 68030, 68031, 68032, 68033, 68034, 68035, 68036, 68037, 68038, 68039, 68040, 68041, 68042, 68043, 68044, 68045, 68046, 68047, 68048, 68049, 68050, 68051, 68052, 68053, 68054, 68055, 68056, 68057, 68058, 68059, 68060, 68061, 68062, 68063, 68064, 68065, 68066, 68067, 68068, 68069, 68070, 68071, 68072, 68073, 68074, 68075, 68076, 68077, 68078, 68079, 68080, 68081, 68082, 68083, 68084, 68085, 68086, 68087, 68088, 68089, 68090, 68091, 68092, 68093, 68094, 68095, 68096, 68097, 68098, 68099, 68100, 68101, 68102, 68103, 68104, 68105, 68106, 68107, 68108, 68109, 68110, 68111, 68112, 68113, 68114, 68115, 68116, 68117, 68118, 68119, 68120, 68121, 68122, 68123, 68124, 68125, 68126, 68127, 68128, 68129, 68130, 68131, 68132, 68133, 68134, 68135, 68136, 68137, 68138, 68139, 68140, 68141, 68142, 68

JUST WHEN YOU THOUGHT IT WAS

TOY FAIR II

A TALE OF RUNNING WITH THE PACK

Jeffrey Davy regresses back to his childhood (a couple of years ago), as we sent him to the Toy Fair 1991.



The Toy Fair comes but once a year, and those with long memories may recall what happened when yours truly went down to Earls Court last time, it was a true tale of drunkenness and debauchery courtesy of several large glasses of free wine and a posse of like-minded associates.



But let us not dwell upon the past, on to this, the 1991 British Toy and Hobby Fair at London's Earls Court (proving once and for all that there's no such thing as a free lunch, except in the press lounge of the Toy Fair - yeah!).

In a bizarre hangover from last year, when a particularly drunken acquaintance of mine modelled an Edd puppet (he's still living it down), in front of me was a gigantic Edd. Help! This Edd was there to show off new Edd the Duck costumes and Edd new-looks.

Another TV star (if you have a little cash, anywhere) is Bart Simpson. See, here declaring "Don't have a cow, man!" - just the thing to say to the Ed when your article isn't in



on time - the cult *underachiever* (and proud of it) is available as a small figure - which goes with the Simpson's sofa, "Killer barbecue", "crazy lawnmower", and the other members of the Simpson clan, or even a talking doll, "Nye Gannister".



Bart wasn't the only singer around, this young woman was part of "3 Movin' 2", a dance music group who have turned the rules of a new board game, "Charl Monroe", into a rap track. The game is described as "not about

buying hotels, but wrecking them" and revolves around the chart and, presumably, getting into it and making large piles of filthy wonga.



The man - an actor - in the background of this shot was paid £1000 to talk about the *New Kids on the Block* dolls also shown. He was forced to watch the NKOTB live videos for four days. Something should be done to stop this cruelty, write to... No, but seriously, he seemed to enjoy talking about these dolls which come with an interview tape each. Expect toy shops around the country to be filled with screaming teenage *New Kids* fans soon (shudder).

Singers were much in vogue at the show. Gooze turned up to sign copies of his new board game called, surprisingly, "Gooze". The press pack

IT WAS SAFE TO READ YC AGAIN...



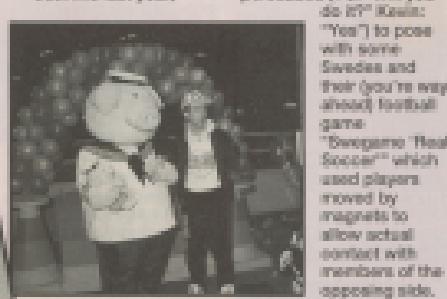
were out in force, photographers justified for position as The Man, smiled and posed. "Over here!" they shouted. "Look towards me, Paul!" while they climbed over each other and intruded members of the public with instamatics who got in the way.

Grazia also posed with "real-life" Cindy - who'd won a lookalike competition for the part. There seems to be a fundamental mismatch between Grazia and Cindy - after all, Cindy dolls don't cry.



Sindy's arch-rival Barbie also had a "real-life" persona. Fancy getting paid £15,000 a year to be Barbie? Those cleaves, that hairstyle? No? The

most annoyed person on the stand must have been the guy with Barbie who kept getting asked whether he was the "real-life" representative of Ken - Barbie's toy boyfriend. - just like last year,



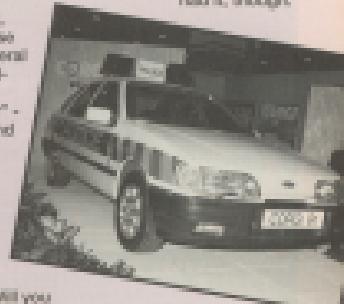
Children's Channel (satellite only) were doing parts of their programme from the Toy Fair. Gia Toto (who, and not a lot of people know this, interviewed me back in the dim and distant past) was on hand to try out all the new games and interview Hushley Pig. His bacon jokes were appealing. TV presenters and people dressed as pigs. Hanging's too good for 'em, I say.

Probably desperate for



Scaletronic, a timeless classic. Homby had a huge Scaletronic track set-up for the pleasure of all around. I still can't keep the cars on around the corners.

Corgi had a large Police car on their stand. Looks nice doesn't it? Err... I didn't find out why they had it, though.



Part of the new range? (Get off, you're upstairs - The Readers).



a mention on Telly. Kevin Torni - whose face launched several hundred-thousand-or-so copies of "Football Manager" - was hanging around the Children's Channel stand/stand. Currently working on something very secret (he wouldn't tell me, anyway) he was persuaded (HC: "Will you do it?" Kevin: "Yes") to pose with some Swedes and their (you're way ahead) football game "Swegame Real Soccer" which used players moved by infrared to allow actual contact with members of the opposing side.

Vroom, vroom, crash, crash, crash!



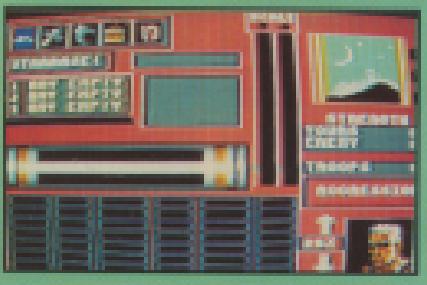
The man in the bug costume really needed a mention. Look kids, this is what happens if you become an actor - and then what happens if you're desperate for work. You end up forced to be a four-armed bug demonstrating a board game about squashing plasticine bugs. Don't let it happen to you.

So there you go. Toy Fair 1991 in a nutshell from the comfort of your own home. Me, I'm not going near a toy shop for the rest of my life. Ugh!

SUPREMACY



• This city is at risk. You can almost see the help in the message layer. And up here where you're pointing it is where Pilk's henchmen have done the most damage!



When it comes to the crunch, have any of us got what it takes to press that small red button and destroy the world? Rik Henderson has, and he wouldn't stop there! In fact it'd be surprising if a few worlds didn't go belly over tilt under his ruling.

When you think about it, why would anybody want to own eight planets? I mean just think about the sanitation problems you'd have to deal with if that many people under your control - and what about all the poll tax you'd be responsible for? Nope, I think I'd rather spend my life as a humble hacker, all I have to do is write crap not about it.

But some people have the unnatural urge to conquer everything in sight. Just like Billy Briggs from class 3B who had the unnatural urge to conquer everything in sight, including Miss Buttons from the science labs, and ended up having his bare buttocks spanked with an extremely large and supple twig, and they even go as far as to take over - by force - large countries. Take, for example, a small Italian lad with chubby cheeks and a liking for cheese, shave his head, see him put on a few pounds and develop rather hanging jowels, and Bob's your Twin Peaks maniac - you've got yourself a Mussolini-

ala, who would, no doubt, try to take over the world with novel but a plate of over-boiled spaghetti.

Similarly, if you took a small development house, plucked all the staff's heads, gave them a computer or two and told them to get cracking at some spiffy games, they'd soon get ideas above their stations and try for a little slice of the software world domination cherry pie. Probe has, in the last few years, risen from a small bunch of geeks who dabbled in games to the biggest thing in the computer industry since the C64. And to celebrate the way they've stormed the business, they've produced (for Melbourne House, an off-shoot of Virgin Mastertronic) *Supremacy*, a game all about giving some intergalactic dictator a run for his money in the ass-kicking stakes.

There are six opponents that you can choose to compete against, and depending on which one you choose you get a certain number of planets with which to play silly buggers on. Both

prospective Saddam Hussein line up at either end of the Galaxy and they have to take over (Benzene?) each planet using an elaborate method of population, where you must first make the air breathable for your people, give them enough agricultural help as you can, and set up an

oil lamp house after suffering a severe旱灾.

Every action is done using a cursor-controlled system and some rather spiffy graphics. You are able to buy the objects of war, etc., by taxing your people and spending hard cash (in preference to the pathetic hard soul), so a



enormous army to stop a) any dissent, and b) any other would-be dictatorship coming along and ruining your man-made democracy (?)!

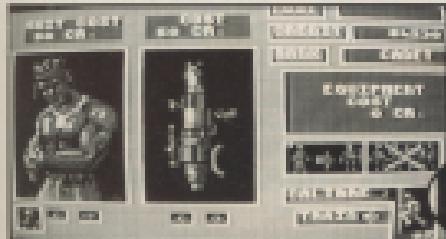
Of course, the computer controlled opponent is doing the same, and at one point you'll have to meet him in the middle where there'll be an almighty great fracas and one of you's

thinking and caring dictator is called for, otherwise you may find that you're just as likely to get a good kicking from your own people (or American peacekeeping forces - which ever comes sooner).

Supremacy is a very slick product indeed. It did very well on the 16-bits and has lost nothing (even in graphic quality) upon its



conversion. The strategical element, although no way in the same league as Sim-City, is very engrossing and the simplicity of the idea helps to enhance the initial grasp factor that these games need for a younger gameplayer. As you can guess, I rather liked this game and it's certainly more fun than running around the country delivering supplies. We know that aliens exist, all we need to do is give them a good Earth-like spanking.



NAME: Supremacy.
SUPPLIER: Interactive House.
PRICE: £19.99 (approx. \$24.95 Disc.
£1.00) (40% off this week only).

DETAILS

86%

Dominance in space, it may sound like a naff Swedish skin flick, but believe you me it's a hard task (although not so sweaty). Oh, and the game's stonking too.



NOW IS THE TIME TO CATCH UP ON ISSUES YOU HAVE MISSED



SEPTEMBER 1990 £2.50
FREE TAPE -
PLAGUE, PANIC, KRON +++



OCTOBER 1990 £2.50
FREE TAPE - TIME MACHINE, 16,
DOMINOES, LUDITE +++



NOVEMBER 1990 £2.50
FREE TAPE - CRISTAL, CRIMSON
MASTER, SCORPION +++



DECEMBER 1990 £2.50
FREE TAPE - KNIGHTMARE,
BOBSTER, LIMBO II +++



JANUARY 1991 £2.50
FREE TAPE & FREE BOARD GAME
- GREAT VALUE FROSTY THE
SNOWMAN, DARTZ +++



FEBRUARY 1991 £2.50
FREE TAPE - TURRICAN II,
QUAD, BAZAAR, HUNAWAY

Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAVITE PUBLICATIONS LTD.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

SOFTWARE OVERKILL!!!

WIN VIRGIN'S LAST FIVE RELEASES

Thanks to the ever so spiffy Virgin Mastertronic, and to give a big hurrah to its new game Supremacy, YC offers you the chance to win a copy of the last five games that the company's released. You can slash all over the place with Golden Axe, call yourself Eric with Monty Python, drive everybody crazy with Super Off-Road Racer, dispense some hot-leaden law with Judge Dredd, and Supremacy cracked in an' all!!!

WHAT YOU MUST DO...

Write a caption for the pic opposite, pop in on a postcard or sealed envelope, and send it to the address below. The funniest five will not only grab the goodies, but their authors will see their name in lights (well, the next best thing anyway) with their captions. Rude ones will be banned if they go too far!!

Send your entry, by the 1st April, to:
**SUPREME BEINGS COMPO, YC, 20
 POTTERS LANE, KILN FARM, MILTON
 KEYNES, MK11 3HF.**

All the normal compo rules apply!!

?

5

1ST PRIZES

- 1 copy of Supremacy
- 1 copy of Monty Python
- 1 copy of Golden Axe
- 1 copy of Super Off-Road
- 1 copy of Judge Dredd

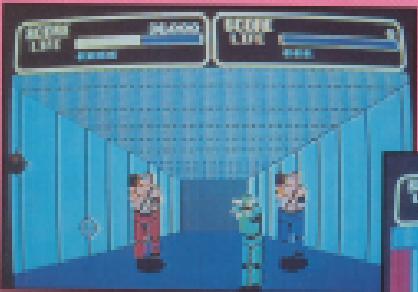
Please state for cassette or disk!!!



LINE OF FIRE



Two fat biker goons giddling rockets at you? I wouldn't bring it into, you'd probably find yourself looking much the same as a mess between a motorway hedgehog and Jerry Hall - blind and with no friends!



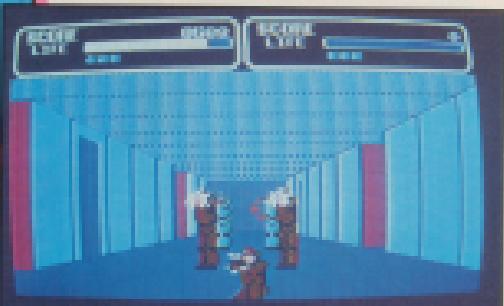
This time he's gone too damn far; Duncan Evans ventures in search of an all powerful machine gun but walks straight into US Gold's *Line of Fire*.

Or so, I thought as this plodded onto my corner of the office floor, not a bit mapped 3-D object scrolling game. Yup, the type of game that *Afterburner* and *Operation Thunderbolt* proved the Commodore was completely useless at. It just doesn't have the graphics resolution or the speed to shift large 3-D objects backwards and forwards. For starters, even the ST has trouble doing it, so on the C64 it's way.

So, how do you judge a game that is the dimension

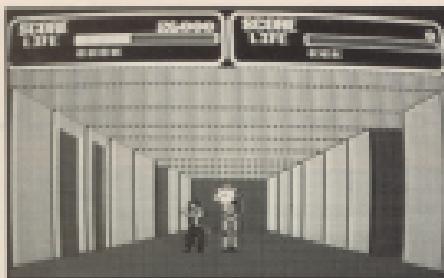
most importantly gameplay with a just one more go hook. Just cos the software House reckon they're doing you some sort of favour by converting a game doesn't mean you should automatically go out in hand, bawling to the almighty coin-op licence.

Line of Fire throws you and a mate (otherwise it's a suicide mission on your own) into rebel held territory, on a mission to steal the Rapier machine gun (handy seems worth risking your life for). Thus part one of the game takes



of a big name coin-op, and is generally reckoned to be unconvertable. Sure as we always do of course. Good graphics, smooth scrolling and animation, snappy music, crisp sonics, and

place indoors, with corridors curving quite effectively towards you, along with passable soldiers in brown and green. The indoors bit is pretty easy to program



since its all straight lines, no nasty bit mapped scenery here.

Controlling a cursor, you obviously shoot the enemy, shoot the health restoring packages, and shoot the grenade packets. For some reason you appear to have unlimited bullets so you may as well keep your finger on the trigger all the time. While you can think of excuses for the graphics, there's no excuse for gameplay flaws. The biggest is that the cursor must stay on a target until your bullet reaches it. There is a slight delay time you can move the cursor on to a new target using the classic spray tactic. This doesn't work, you may as well be spraying roses with water for all the good it does. You can see the bullets hit the gooks, but if your cursor is long gone it won't have any effect. It means you have to

take pot shots and careful aiming, which considering the unlimited bullets is just what the programmers overdid. It offers the fire, balance and integral style of the game though.

Once outside, whether in the jeep, or in the air, the true horror of the open-world failure to cope with 3-D bit mapped graphics comes home. It looks like someone shaking a household rather than a race through the jungle. The helicopter gunships are good though, and at least a fair amount of effort has gone into the general spritus.

It would be palatable in a crude sort of way if it wasn't for one thing more. There was no continue option on this version. Finally Line of Fire isn't bad, it just looks unusual and offers little real entertainment at all.



WITH DUNCAN EVANS

THE BUDGIE COLUMN

THE SCORES

NO SURRENCE - This game is abysmal for words.

●●● - It'd probably be worthwhile using the cassette to record an E.M.U. single on or something.

●●● - Not even worth a look. It's only appeal would be for amusement.

●●● - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

●●●● - This game is rather splendid really, but it lacks that certain something that determines a "must buy".

●●●●● - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.



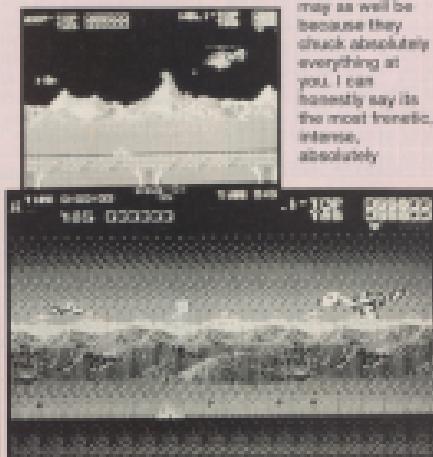
SILKWORM

MASTERTRONIC
£2.99

This is what you want for £2.99, plenty of sideways scrolling mayhem, plenty of boxed bursting bangs, suitably crunchy FX and one or two player killing thrills.

There's some odd touch of a plot but it's completely superfluous to the fact that one guy in a jeep (poor Bledder) and one in a chopper take on a bigger army than that of Iraq, with a whopping great end of level tank or helicopter to blow away each time.

You get smooth sideways parallax scrolling, just great swarms of enemy planes, choppers, tanks, missile launchers, and blimpy, is that a kitchen sink. Well it may as well be because they chuck absolutely everything at you. I can honestly say it's the most frenetic, intense, absolutely



CREDIT
CARD

• Amazeballs	• Generally	• Truly	• Plenty of
• ★★★★★	• I had to	• inspired,	• enemies,
• ★★★★★	• I feared,	• but how	• but many will
• ★★★★★	• though,	• the lack of	• be continued
• ★★★★★	• none,	• it is	• you have. If
• ★★★★★	• sprites are	• continued,	• won't be
• ★★★★★	• pretty	• characters	• learning
• ★★★★★	• good,	• trying	• such as
• ★★★★★		• again,	• more.

NAME: Line of Fire.
SUPPLIER: US Gold.
PRICE: Boxed tape, £14.99 Disc,
Hercules 3400, £9.99.

DEAL

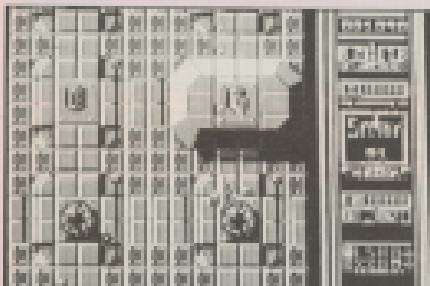
55%

This really isn't the sort of thing the Commie is good at, and the programmers haven't helped any. Relentlessly dull and uninspired.



THE BUDGIE COLUMN

shooter going. Styling great FX, funky music, fab graphics, huge sprites, and constantly hundreds of the buggers, there are continue options, plenty of different levels, each one getting increasingly more



missed emplacements, then get down and dirty for the end of level seven. Actually this was far too hard and ruined the original game, but is thankfully easier here.

Decent vertical scaling, an inventive use of the vehicles to swap between reasonable mario and FX, and the bar relief graphics that were to be between a Bit Map trade mark (even if they didn't actually write this version) combine to give you a good blasting experience with the odd novel twist.

Actually the game was quite revolutionary when it came out featuring some sparkling power-ups, ripper music and variety aplenty. It only looks dated now because

XENON
MASTERTRONIC
F2 89

This is the game that originally shot the Bitmap Bros to fame. But that was on the ST and Amiga, and was a big hit thanks to smooth scrolling (then a novelty) and a certain Saturday morning TV program. The Commodore version came along much later, and really shows this is nothing more than a budget port.

**Piloting your
lighter/greener car**
you need to swap between
vehicles to take out the
affluent menace and

**Ashley
Cotter-Cainna
plays a bit of
squash in this
handy game
(page 1).**

possible on the 64. This was done by porting them straight through a digitiser and colouring them in with the 64's palettes. Whilst our faithful cameras cannot hope to match the 64's colours that an arcade monitor can do the graphics retain the look and feel of the coin-greedy granddaddy from which it was spawned.

— And if you thought that was impressive then here's an even bigger surprise. The second comes directly sampled from the 18-bit version! So now let your Amiga-craving chums tell you that the 16 can't do sound as good as theirs!

Anyway, as to the game itself. Life as a Human being is great...all you do is wander around wiping out things. Imagine what life would be like if you were one of the things that Humans like to kill most often...bugs. Tap, the nasty creepy things that come in when it rains are the subject of the little game.

Well, the bugs in this game are not taking that attitude lying down, crowding on their betties is.

More than the last

This is a game to play with a friend (make him silly the jeep), and represents pure unadulterated destruction. I shoot marmas from heaven, and sheep marmas at that. For the silly price of 2.99 you can't say no, in fact I insist.

Page 10 of 10

卷之三

DEPARTMENT OF EDUCATION,
SUPPLY BUREAU,
1930-31 BUDGET, CHARTS
AND NOTES.

1

83%

A pretty good conversion of an ultimately naff arcade machine! It looks brilliant though.

MINATOR

prisoners! No, the Humans in this game become the hunted as the invaders try to repel their enemies of old.

Needless to say, you play the part of a Human who's been sent to destroy these mutants of science. To do this you come armed only with a laser finger and your wits (plus those of your best friend, which you add up to nearly zero). You have to take out as many of the nasty bums by swatting them, shooting them or pounding them with your fist.

Swatting is great unless you try it on a wasp as he will most likely sting you. Swatting Flies is a little

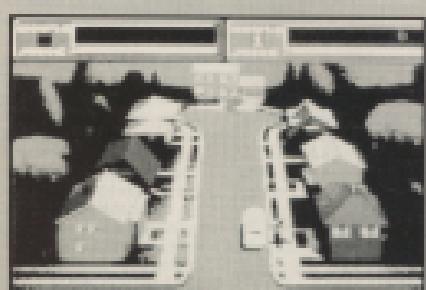
tricky as it requires thought and judgement. So the best method by far is to curl up your fist and pound the infestation into a lovely squash on the carpet! This colours the tile onto which you squash with the insect's blood and if you colour in a line of the ever-moving tiles, you can progress to the next room of the house.

With loads of houses in the street and several rooms in each house this game is going to take a long time to complete. Addictive and a lot of fun initially, it may pall after a few hours but at least you won't feel ripped off. Should be a hit.

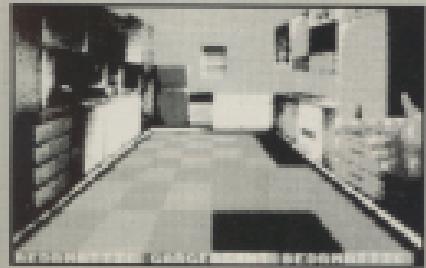
everyone has copied
something in the name

Ramon isn't as intense as many a recent blaster, but is still pretty good value at a budget price, offering an entertaining number of features, if not division one illustration advances.

ANSWER



GM house-mouse *Mus musculus* (strain C57BL/6J) with long ears and short whiskers, *littermate* - mouse spontaneously resistant to breast cancer.

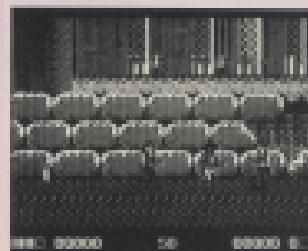


DOUBLE DRAGON

MASTERTRONIK

Double Dragon features the usual martial arts plot of someone's girlfriend being kidnapped by the Black Warriors, though why anyone would kidnap a street-punk's girlfriend and then expect her, money and equipment defending her to the death, while ultimately putting their own neck on the line, is a muddled point.

What it means is that the two Lee brothers, either singly or together can help, purch-



op and beat their
y across
swelling slums,
cities, suburbs,
and the Black
Jewers hideout for
final confrontation
with the infamous
Jewel Box
and the
gang.

This boils down to five different scenarios, each one very nicely generated.

As well as kicking seven bolts out of the opposition you also have access to all manner of lethal weaponry. Boxes can be thrown along with knives, oil drums, and baseball bats and whips can be used to inflict maximum damage.

All good and well in theory, in practice it works out very nicely, offering great board em up action plus the variety of different locations and weapons. Once again this is even more fun when played as a simultaneous two player game, since you can cover each others backs, or not as the case may be.

Colourful and detailed graphics, satisfying beating, and five levels to pound your way through. Great stuff, especially at this price.

ENTRE OS

YES, PRIME MINISTER

MASTERTRONIC
52.99

I wonder if the TV series of this game is still Maggie Thatcher's favourite TV program. Maybe not after she got kicked in the back by her own troops.



THE BUDGIE COLUMN

own troops. Beware exactly the same fate awaits the unwary as you play Jim Hacker trying to survive a week in office (well five days to be precise).

After a succession of action games, this is a return to an Oxford Digital Enterprises game of 1986, which makes it rather old and wrinkly. Graphically it looks like 1986 too, but then since this is a strategy game, the graphics aren't that important.

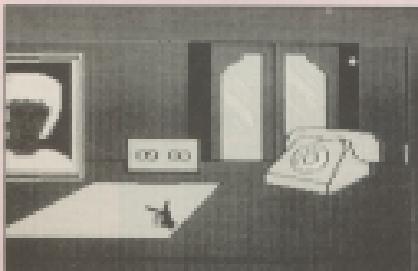
The object is to survive your five days by reacting correctly to all

the national and international crises that are thrown at you. A poll of the state of the nation keeps tabs on your performance, or lack of it, till you do have two loyal and trusted advisors to drive support from Sir Humphrey Appleby and Bernard Woolley. If you liked the humour in the TV series you should be happy with the rep these two lay on you. When engaging in chat chat,

you are usually presented with a list of responses or a Hackergram where you point to a place on a graph to indicate a strength of response. This does lead to subsequent games being stale, but there you go.

Yes, Prime Minister shows its age now, being written in 1986, and doesn't offer very much for anyone other than a fan of the TV series. And if you are that, then this is still worth picking up on budget.

RATING:



SUPER

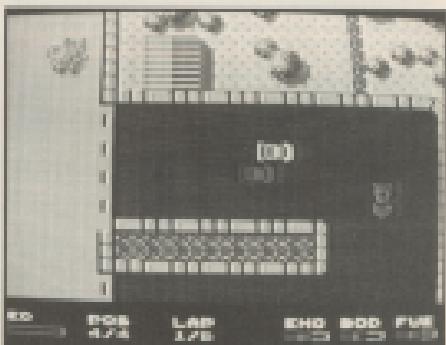
It's life in the fast lane with all-star driver **Duncan Evans**, winner of five Formula One World Championships, and designer of a new racetrack at Monaco. So he says...

Selling vertical top down racing games are not new. Why there have been hundreds of the damned things. Thousands, even hundreds of thousands. Admittedly there aren't that many different ones, but there have been racing games aplenty, especially this last year. And who would have thought that software houses would go back to top down racing after the mega-bucks success of old tit like Out Run, and Power Drift (though I still reckon that is the best ever 3-D racing game on the market).

Who would have thought it eh? Not me for sure, I don't get paid to think (most times I don't even get paid). I get paid to write. I mean offer concise and incisive comments on stuff you're gonna shell out green stuff on. So I shall.

Super Cars is a game of racing for a Championship through nine races, with you having to constantly finish in the top three to continue playing. Huh, it wasn't like that for Alan Prost was it. Anyway this isn't too hard unless you suffer from some sort of motor neuron disease in which case being a bookie at a racetrack, or an extra in a Kylie video is a better proposition. It's not too hard because there are only five cars involved to start with, so even though you start off with a clapped out wreck of a sports car, with the turning ability of a block of forged steel, and the acceleration of a snail, you can pick your way round the fairly dull course to victory. Or a top three position anyway.

What makes the driving hard is not the actual driving (which consists of



PER CARS



fire for accelerate, left and right, and no fire to slow down) but the picky sprite detection, the effect of collisions, and that you have to learn the courses to get round without running into the walls. Hit anything and your speed drops to zero and you lurch backwards.

This also has a secondary effect. It knockers your car. Your wheels get rated on engine, tyres, fuel and body, all of which decrease as the races take their toll. Luckily every time you finish a race there's some cash in it for you which you can spend in a number of rather exciting ways.

Either repair the car, or trade it in and buy a new, better version, or a new set of wheels altogether, or buy some armour, rockets or performance boosters like power steering, turbo-charger, anti-skid kits, retros and high-speed kits. With the missiles attached the game starts to take on a *Deathrace* like feel, except the race tracks are set in a desert, supposedly.

progress on to the next stage. Manage that and you get a password so you don't have to do this again, which brings us back to the idea of a driving championship. It doesn't appear to be one where you score points, just surviving to the end is the victory. Super Cars is very like a *Sega Racer* game that came out last year (it even looks as dull as it), and more recently the excellent Nitro (a 16 bit only so far) which showed how to really do this sort of game. Still for all that it is playable and entertaining in a pedestrian kinda way. In fact since I'm a sucker for these sort of games I'd go as far as to say, it isn't bad at all.



Though if this is a desert then my back garden is an equatorial rain forest. It is bland though, like white toothpaste, it has no flavour, conjures no imagery of rising beneath the burning sun through sand-blasted terrain.

Ho hum, never mind, the missiles are good fun, but they cause an awful mess, which you have to spend no following circuits.

The first nine races you can attempt in any order, but all need to be completed before you play

Music is	The skills	Plenty of
passionate,		
but the P.E.	SKILLS	WALK
is	there are	nothing
SOFTBALL	good, but	nothing
you pretty	the racing	nothing
play.	graphics	nothing
	are lateral.	nothing

**MAJOR: Super Cars,
SUPPLIER: Grandin
PRICE: DH\$4500 Taper, DH\$1500 Disc
PERIOD: 1990-91**

1

80%

Graphically nothing to write home about, but it offers an easy start and plenty of variety and races to play through.

COMPETITION

THE YC GO

Aided by ruthless accomplices, YC has been holding innocent police officers to ransom until they hand over piles of free, gratis and for nothing goodies for you to win. To get your share of the swag, before the Police arrive - "Honest, Officer, we just found it all in the middle of the road" - write the NAME of the PRIZE you want to win along with your name and address on the back of a sealed criminal rec... er... postcard and pop it in the prison mail to: **THE YC GOODY BAG, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HR.**

Then we'll pull the cards from different hat for each prize and Bob's your uncle. If you want Bob to be your uncle loadsatimes and you want to enter for **EVERYTHING**, just put a separate postcard for each prize in one big envelope and write "LOADSAPRIZES" on it.



10 JESUS JONES POSTERS

What a name, what a group, what a sound, what pop-stars. Yess! Yess! Yess! With their new album "Doubt" following close behind the "International Bright Young Thing" single, what better than a stonking J.J. poster? Write "JESUS JONES POSTER" on your card for a crack at this 'un.



5 DICK TRACY T-SHIRTS

Clothe your form with a Dick Tracy T-shirt and look like a million dollars. Of course, when Milk tried it he looked like five pounds. pity but there you go. Write "DICK TRACY T-SHIRT" on a postcard and high fashion could be within your grasp.



5 DICK TRACY MUGS

There comes a time in every coffee mug's life when it needs friends, and what better friend for all your old mugs than a brand new mug? Emblazoned with our Dick's logo no less. You could detect a prize if you write "DICK TRACY MUG" on a card.



GOODY BAG

25 STUN RUNNER POSTERS

Thanks to Domark, we've all been speeding through a brightly-coloured netherworld, experiencing the time of our lives. But enough about the free case of laser they sent, *Stun Runner* was quite good too. And now you can brighten your wall with a poster if you play your cards r.. e.. c.. p.. a.. s.. u.. r.. e.. "STUN RUNNER POSTER" on your postcard.

10 BEATS INTERNATIONAL POSTERS

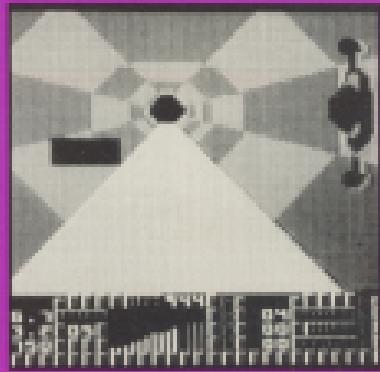
Beats International, the combo that hit the bigtime with "Dub be good to me", featuring gorgeous, positing Lindy Layton and gorgeous, positing Norman Cook, have a new single called "Echo Chamber". If you write "BEATS INT. POSTER" on your card, you could end up with one. Cool!

25 SUPER MONACO GP POSTERS

"I like driving in my car, beep-beep, beep-beep..." First the C64 version of the arcade-game and NOW... the poster of the C64 version of the arcade-game. And, if there's any more room on your wall, try and win one of these... by writing "SMGP POSTER" on your card.

5 STUN RUNNER MUGS

Fresh from Domark's kitchen come these mugs (and we're not talking about the stuff - no, only joking!) and you could be drinking your tea-time coca from one if "STUN RUNNER MUG" is scrawled on your card.



ALL
ENTRIES
SHOULD
BE IN
BY
1 APRIL
1991.

DRAGON STRIKE

Duncan Evans
crosses the picket line to test for himself the feel of something large and throbbing between his legs.

Right well, that's the first and only use of the innuendo about things between

your legs, so let's concentrate on the latest in an ever increasing line of officially produced AGGI adventures. Or not. While the idea of computerised RPGs is a good one, and a friend of mine is so wooden as a DM you can't tell whether the game is computer or human moderated, why oh why oh why must we suffer these so-called action games. I mean the first one was truly abysmal, and now we get Dragon Strike, a game of everyday 3-D dragon combat. Personally I was

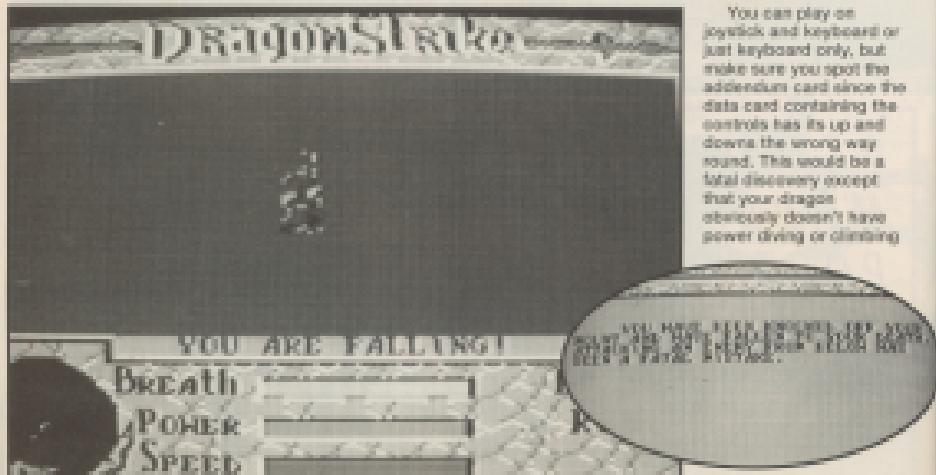
hoping this was going to be a rendition of *Joost*, but no such luck. It is a 3-D game (though with wobbly and flickery aspects, rather than any difficult scenery mangleulation), and you sit on a dragon, trying to breath on people.

There's a simple little scene setter of a storyline, which shows the versatility of imagination, i.e. There you are, on dragon picket duty, just a fresh faced kid new to world, hoping to pull some real missions rather than this back of

beyond duty when suddenly, some cutthroats go sailing by, and in the true spirit of torch first, question later, you set off to roast their chestnuts.

Well, that's just the first mission, there are plenty more besides, and it has to be said the way the attractive map plots your course through the game, sitting position, then introducing a little plot before each animated cutscene is well done and a much needed interface between what are, quite frankly, fairly poor combat scenes.

You can play on joystick and keyboard or just keyboard only, but make sure you spot the addendum card since the data card containing the controls has its up and down the wrong way round. This would be a fatal discovery except that your dragon obviously doesn't have power diving or climbing





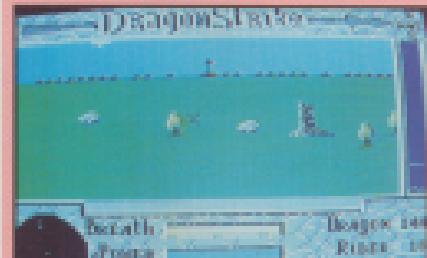
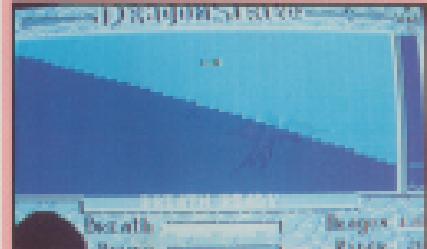
available and takes forever to move up or down so you can see perfectly what's going on.

As a fledgling dragon rider you are armed with dragon spittle, lance, sword and maces to ease the lionesses cuts, and a band aid for yourself. In the middle of a fight it is worth tending to your wounds if your power is running low. Simply running out of power isn't the only way to die though, as when you get into close combat dogfights the other goblins are all trying to knock you off your perch. It takes some while for you to hit the ground (or water), but when you do there's no walking away from it.

A distance you can torch people quite happily, though the game handles poorly and the graphics are completely unconvincing. When into close combat the system fails flat on its face, delivering a monotonous and tedious bopping experience.

The music, the static graphics, the little bits of plot between flaps and splits are all pretty good, but you're paying for the priviledge of flying and fighting, and that is where the game fails.

Back to the RPQs in my activity.



•With, there's no room for night! For getting an advantage for most of the day, you need to attack. That's it.



NAME: Dragon Births
SUPPL. REP. US Cons.
PHONE: 214-39 Chas.
W-144-3471 Out now.

三

68%

The idea was just about workable, and all the fluffy bits add meat to some rather creaky bones. Basically the game is luke-warm and despite some effort, it really is rather tedious.





POST APOCALYPSE

So you'd like a Post Apocalypse badge, or maybe even a free game? The only way to get either is to drop our posy with the mosty a letter and every one printed receives a badgeonie. The Letta of the Muni gets a copy of the best game reviewed in that month's issue. Send those letters to: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

I've just got in from the chip shop where we had quite a discussion about which side to batter a fish on first, and how hot the fat should get in order to cook the chips to that ever so perfect golden brown. After such heated topics of debate any subjects that you lot could talk about will only pale in comparison so I'm off... (Oh, get back here and do your job - Rik)... Oh, okay. Get on with it then.

BADGE HUNTER

Yo posy, how's it hanging man? The new task is well wicked and I'd like to fire a few shots at you for you to answer:

(a) What's happened to Flame Head? One minute he was in the Middle East having found his dad and that was it.

(b) Why does Rik always have his mouth open every time he's photographed? It's a big

one too, isn't it?

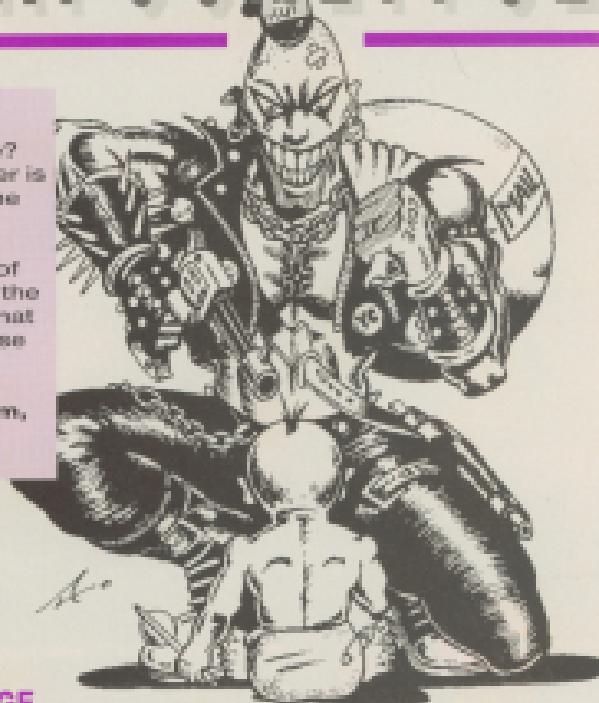
(c) What does a letter have to be like to get the Letta of the Muni award?

(d) What's your all-time favourite game ever? Mine's *Dragonfire*, which shows you how long I've had a CD!

(e) Do you think the CD console will take off?

I reckon that's about all for now, where's my badge?

Paul Hastings, Cambridge



P.S. Firstly, it's hanging from a beam in my living room. But I suppose I'd better give you a few answers:

(a) Flame's currently hiding in a bunker waiting for the next part of the strip to be written. As long as a smily SOLO doesn't bug him on the head we should see the final part of 'Trotts' in next issue.

(b) Rik's mouth is bigger than one of Clara Raynor's dresses. The reason he opens it every time somebody takes a photo

LETTA OF THE MUNF

SCORES ON THE DOORS

I think your mag is cool, and is a brill buy for £1.99. Please, please could you put a list in every issue of what budget & full price games are coming out? I would be grateful.

Also, how the hell do you add the score box up? Please tell me it's getting on my nerves.

Anonymous, Gainsborough

P.S. You're Cool!

In theory a list of new releases would be a great idea, but unfortunately no list would ever be correct as the release dates are set by the companies and they are hardly ever met. The best we can offer you is the small 'Release Date' section of the Credit Card.

Talking about the Credit Card, what we do is give graphics, sonics, fix factors, and half-life (usually) a score out of ten, add them up, divide it by ten, times it by 5 and throw the result in the bin and make up an overall score out of a hundred in how good we personally think the game is. Thank you have it.



SOME CONFUSION

I'm a 14 year old boy and I've been a YC subscriber since February 1990. I would like to congratulate you for the good work on YC although I ask for more colour...

But unfortunately I haven't received (with or without colour) the July issue, can you solve my problem?

Jorge Dias, Lisboa

P.S. Err... Err... We never published a July issue although subscribers will still receive the same number of issues that was paid for.

is because he's warning the photographer that his lens is just about to crack.

c) Better than this one!

All Oregon was a classic wasn't it? But the most popular game where I come from is 'Stick a rocket up a cat's bottom and post it through the neighbour's letter box', that was always a scream (well, more of a high-pitched wail really!).

d) Only if you stuck a Rolls Royce engine in it and glued a couple of wings either side. Anyway where would you find a pilot small enough?

That's your lot, and where your badge is now is not what you should be worrying about, it's where it's been, if you know what I mean.

I think this has arrived at the wrong magazine. I'll send it on to Jelly User for you - Pdg.

To sample a few half price games before I buy them, Other mags do this so why can't you?

Boris Southern,
Macclesfield

HEY DEMONA

My brother says that you've a gitface and that YC is a load of crap, but he buys Sinclair User so what would he know!

Anyway, the reason I write is that I would like to see demos of games on your free cassette. Some of the complete games you give us are good (Frosty The Snowman, Rainbow Chase) but I would like

psu: As you can see we have started giving you some hot demos of the most recent games, and in fact there'll be at least one on every tape from now on. The only psu is that to accommodate for them we have to lose a corresponding number of complete games, and the value of the tape goes down. Maybe we should have a vote - complete the form below and send it to the usual PA address...

POOLS OF INTELLIGENCE

Thank you, thank you, thank you.

As you might guess, I'm extremely happy to be receiving YC. We only started getting it last month and we couldn't be happier with it. It's just great.

The reviews are top of the line and the posters are truly stunning. And Flame Head has got to be the greatest item ever.

On another note could you please help me in an adventure? I've stuck on Pools of Radiance with the ghost in the library, how do I kill him if I can't?

Fred Galle, Norseman, Western Australia

YC: It's quite alright, it's quite alright, it's quite alright.

As you might guess, we're extremely happy to be receiving your mag, and we're glad that you've got the sense (and cash) to buy the world's best C64 mag. As for Pools of Radiance I'll ask Paul Pigby to deal with it in one of his columns.

By the way, Flame Head a hero? Hah hah hah!

JELLY BELLY

Dear Boris,
My husband has recently had a few problems with his sticky locker. Every time we jumped up and down on a plate of cold lime jelly his machine gun clicks over and sends a pulse up His... (CUT, err, I

THE BIG TAPE DEBATE

I think we should have loads of demos on the tape

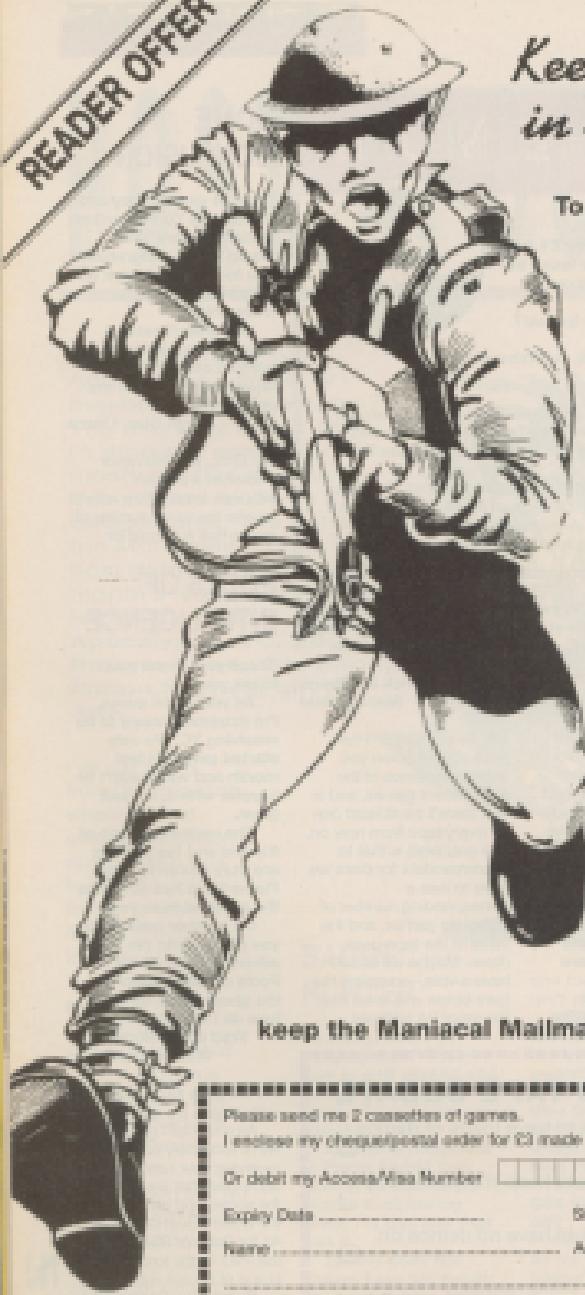
I think we should keep things the way they are

I think we should have no demos on the tape

Tick the box that's most relevant!!!



READER OFFER



Keep Apocalypse in the Post Room.

To keep Post Apocalypse busy we're offering an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C., so if you missed them you now have the chance to own these stonkingly good games.

Simply send a cheque or postal order for £3 made payable to Alphavite Publications Ltd., addressed to 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF and we will send you two great cassettes. Not only will you have lots of

games to play but it will
keep the Maniacal Mailman in the post room for days.

Please send me 2 cassettes of games.

I enclose my cheque/postal order for £3 made payable to ALPHAVITE PUBLICATIONS LTD.

Or debit my Access/Visa Number

Expiry Date

Signature

Name

Address

Postcode

Allow 28 days for delivery



WIN THE ENTIRE IRAQI ARMY* WITH STORM!!!

YOU TOO CAN
TAKE OVER A
SMALL
COUNTRY WITH
WHAT WE'VE
GOT TO OFFER!

To celebrate the funkiest shoot-em-up in the history of the commie, YC and the publishers of SWIV, Storm, have teamed up to give you some truly fantastic prizes. There's some wicked DIY models of jeeps and a helicopter, plus 20 copies of Storm's previous game, St Dragon, up for grabs, and all we ask the winner to do is get an adult to buy the glue (it's mightily dangerous stuff we don't mind telling you).

WHAT YOU MUST DO...

Write a phoney war report! We've all seen how the papers and the news have been reporting on the Gulf, what we want you to do is write a small report (no more than 200 words) on a war of your own choosing, fact or fiction. The winners will not only grab the goodies but will be printed in a future issue.

Send your report, by the 1st April, to:
**KATE ADIE CALLING, YC, 20 POTTERS LANE,
KILN FARM, MILTON KEYNES, MK11 3HF.**

All the normal compo rules apply!!

1ST PRIZE

- 1 Model Jeep
- 1 Model Helicopter
- 1 copy of St Dragon on tape or disk

2

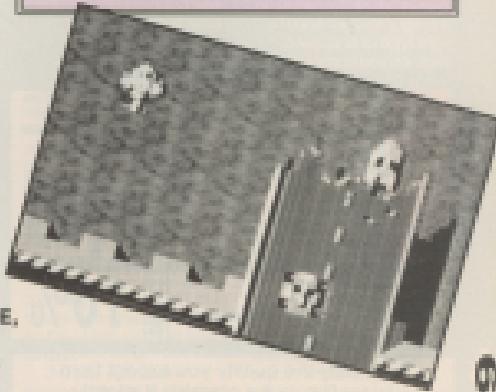
2ND PRIZES

- 1 Model Jeep
- 1 copy of St Dragon on tape or disk

18

RUNNERS-UP PRIZES

- 1 copy of St Dragon on tape or disk



*After the Allies have finished with them!

NIGHT SHIFT

With the paltry sums being paid to reviewers it's no wonder that Duncan Evans has to turn to the night shift to earn extra cash.

To be honest I'd rather spend my time reviewing even the most boring piece of software ever created. Technically it was, it was a sparsely used and it made time-spending look interesting than work in a factory. Hm, maybe I should stick to just saying I'd rather review the dullest game ever, than work in a factory for a living. When *Night Shift* arrived from *Lucasfilm* it looked like I was going to get both jobs in one, but thankfully, the game isn't above being terminally dull, to emerge as fairly dull but not bad if you like that sort of thing.

So the story goes, you work in a factory producing toys based on *Lucasfilm* characters, and have to make sure that the huge place of manufacturing plant affectionately known as MR AST (which is the nickname for one of my cats incidentally) coughs up the right amount and the right type of toys every shift. As you complete one

shift the next becomes that bit trickier with the **BEAST**, which looks like a dark internal machine if ever I saw one, getting ever more temperamental, requiring sensible feeding, and usually a good kicking.

Various tools abound to help you in your task, ranging from matches to light the boiler to an umbrella which lets you quickly dislodge the **BEAST** face without having to judge all those juries. Miserably half of the game consists of sorting out what tool does what job. As you may have guessed by now this is a platform game, though thankfully the leaps and jumps are easy to execute. The fact that you can move in the air after you have jumped makes re-adjustments easy and safe landings virtually guaranteed.

That's mostly about it, there is to this game, that and using objects like the bicycle correctly, and fixing various... or... inclusions. Lots of leaping.

Jumpy, a maddeningly hummable jingle, sewage graphics and reasonable FX.

To me this looks like an advert for *Lucasfilm* posing as a game. Well, not completely, but to be honest this isn't the last word in excitement, and you expect even a platform game to be a bit more interesting than

this. I know some people who quite like the game, without going overboard about it, but I found *Night Shift* to be a real chore. It's like a washing up simulation. Unlike the washing up, I hope never to have to work in a factory, and consequently consider *Night Shift* as too close to far for.

CRITIC'S
CARTOON
CARTOON
CARTOON
CARTOON
CARTOON

• Should	• Discovering	• There are
• have been	• what	• over 20
• at all.	• better	• shifts, but
• Am at the	• 4000	• 4000
• silly jingle,	• BEAST	• 4000
• gets, 1/2	• everything	• It's much
• still be,	• does could	• the same
• Daring is	• are, but	• to play
• when I go	• what you	• again I
• to bed.	• get are	• through.
	• possible.	

NAME: *Night Shift*.
SUPPLIER: US Gold.
PRICE: 16.99 tape, £14.99 disk.
RELEASE DATE: Out now.

OVERALL

70%

Not really the quality you expect from *Lucasfilm*, but a playable if slightly monotonous adventure on the factory floor.



And the new plastic things popped out the factory, and in ... it all looks blindingly plastic, and the people bought them in droves. Next was the New Kids stuff ...



KONSEL KRAZ

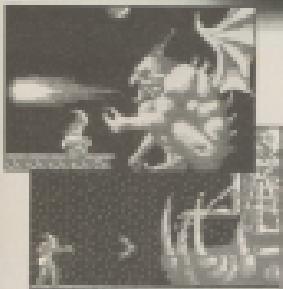
C64GS NEWS, VIEWS,
PREVIEWS AND
SAUSAGES CALLED
GERALD WITH RIK
HENDERSON

REVIEWED



ROBOCOP 2

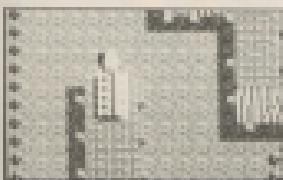
Laura Norder
in the shape of
a tin of Noodle
Oxideine!



SHADOW OF THE BEAST

This sounds
like something
associated
with Duncan
Evans when
he hasn't
shaved for a
while!

PREVIEWED



THE SPY WHO LOVED ME

A serious case
of Bondage!



BRIEF BITS

DEMON- STRATION

The Wrath of the Demon, that Empire game that we've been waiting so long for, is almost with us and on our too.

The reason for this is that the game is supposedly 50% larger than there was no way that it'd fit on a tape or disk, and if it did it'd take absolutely years to load each section (and everybody knows what a drag multi-loading is). Also, as we all know, the mass production of cartridges takes a lot longer than any other format (give weeks from master to final), so I'm afraid we'll just have to wait.

Further news from Empire states that the C64 version of Mid Streets is

rather mediocre (sash-sash-up) will also be converted to car in time for Easter.

NARCO VAN BASTEN

Empress, the company behind the ancient Army Men, has announced that the company's first C64 release for quite a while is to come out for the Games System.

Narco Police is a strategy/arcade game (launched in the year 2000), and is a mix of 3-D 'Operation Wolf' style gameplay with top-down strategical sections. You must infiltrate a Narco Processing Lab and blow it to kingdom come, whilst conspicuously annihilating everything that moves within.

BRIEF BITS CONT.

STUNNED AGAIN

The very mediocre S.T.U.N. Runner is the latest Domark game to be converted onto

cartridge, and I think at this point we can take it as read that that'll be Domark's policy from now on.

OTHERS

Other games to come to the GS are Battlecheese - a completely funky cheese game with superb character animation, and Ultima VI - role-playing at its finest.

SHAD
THE

ROBOCOP 2

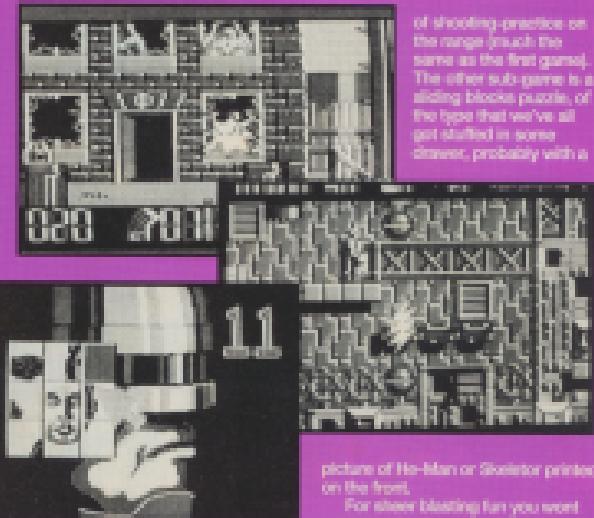
When I heard that Frank (Dark Knight, Batman - Year One) Miller was to write the screenplay for this eagerly awaited sequel, nothing could stop me from going everybody I could until I got my hands on the script. Two reads of it later and my suspicions were confirmed; the movie was gonna be better than a chili pepper in a pot of boiling fat.

Something went drastically wrong though, between this and the final cut of the film and *RoboCop 2*, on the tag screen, proved to be nothing more than *RoboCop*. It was crap in almost every respect. All the neat plot enhancements, probably lay on the cutting room floor, to make way for the more violent scenes. And any humour that had originally existed has more likely made their way into one of Tony (Blackburn's) joke books (unless they just weren't hired).

Fortunately for Ocean, the game suffers very little from this poor cinematic shooting. And it relies more on the original gameplay than on the weak plot/anybody that gets in your way. If you fail to grab 80% of the canisters you'll have to go in for a spot of shooting-practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that've all got stuck in some drawer, probably with a picture of He-Man or Skeletor printed on the front.

For sheer blasting fun you won't be able to get much better than this, but my advice is to certainly consider how much wrong you're laying out for the pleasure.

Similarities include the scrolling shoot-em-up play of the main part of the game - although this time in a slightly more varied fashion with arcade/adventure elements - and the few



sub-games that break up the action enough for your blistered trigger finger to settle itself sufficiently for another onslaught of thudding.

During the main gameplay you must shoot certain areas for canisters of Nuke, a truly mind-expanding, very addictive, drug (much like 'Neighbours'), and destroy them, and, of course, destroy anybody that gets in your way. If you fail to grab 80% of the canisters you'll have to go in for a spot

of shooting-practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that we've all got stuck in some drawer, probably with a

picture of He-Man or Skeletor printed on the front.

For sheer blasting fun you won't be able to get much better than this, but my advice is to certainly consider how much wrong you're laying out for the pleasure.



CREDIT CARD

Name: *RoboCop 2*
Supplier: Ocean
Price: £19.99

OVERALL: 87%

A great blaster with tonnes of gags to waste, and certainly better than its older brother movie.

SHADOW OF THE BEAST

If you went down to WH Smiths when this game was released on the Amiga, you'd find yourself having to push through the crowds of people just to get to the C64 section, as they'd all be ogling at the screen at the gorgeous graphics and the very funky sound FX, but most of them were just shaped. Because, like most games of the time on the Amiga, the graphics and sound were in no way connected to the gameplay. In fact it seemed as if somebody had said, "This game looks really good, but don't you reckon we should let the player do something?", and somebody else had replied, "Hooray!"



And so Ocean's grabbed the rights to convert the 'beast' onto the C64, and what do you get? If you take a game with great graphics and sound, but with very little gameplay to speak of, and put it onto a machine that's not too hot



CREDIT CARD

Name: *Shadow of the Beast*
Supplier: Ocean
Price: £19.99

OVERALL: 72%

A pixel-stylin' run-up with little to offer in the gameplay stakes save only for the immense amount of mappin' to be done.

In fact it's quite an achievement, if only for the fact that you know what you're getting. And what you are getting is a pixel-art scrolling run-up, as you trot along the landscapes, searching for keys and beating up monsters. Mappers will have a field day.

The graphics ARE pretty, if a little too colourful, and the music do offer out some funky beats, but the whole affair is a tad boring for those who would rather have a game that would strain their jazzists. The end-of-level monsters though will probably give you the incentive to persevere, if only to see how enormous they are.

on graphics and sound? That's right, very little gameplay to speak of.

This doesn't mean that C64GS SOTB is a disaster.

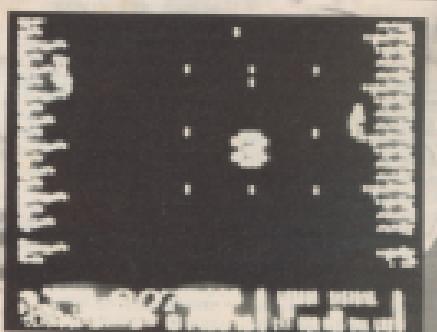
PREVIEW

THE SPY WHO LOVED ME

Domark

Returned back to us October issue and only price £19.99, this game should have been reported up last month. The company was

as usual on the Amiga version, now Domark has the chance to add the vital C64 version which type software that never made it to the Amiga or disk. Domark, and we can only just to see if this will be able to render to justify the higher price tag. *James Bond* codename in Konsole (Kixx) soon.



ADVENTURE PROBE

100% FANZINE 9 SEPTEMBER 1990 1/50



Well I had a hobby
for fun, I just do
and do fun...
that's all I do now!

Ever thought about publishing your own organ (and we don't mean photocopying your naughty bits 150 times)? Paul Bigby interviews Mandy Rodrigues and discovers if 'fanzine' editing's what it's cracked up to be!

regarding the quality of the print I bought a Citizen 1300."

So the first rule for all budding fanzine editors is - make sure your readers can actually read your fanzine! An obvious point, sure, but one that is too often overlooked. In fact, at one point before obtaining the Citizen (a good printer for the price), Mandy typed one issue,

"...and I justified it as well! Every page was justified in the June '88 issue. Of course, making a mistake when you're typing is a disaster!"

Initially, the Mandy utilized BasicScript,

"You'd have to be a masochist to use that! It takes so long to do anything with it. If you wanted to centre anything you had to enter CH-1. Then you'd type what you wanted to centre and then you'd have to type CH0 to switch it off afterwards. You couldn't see the results on the screen, either, you'd have to wait."

THE MACHINE

until it
was printed."

Mini Office 2 was
another, short-lived,

This month sees, what just might be, a series on publishing your own fanzine - or, then again, it might not. Basically, because I'll be making this up as I go along so I won't know what it turns up next month. As it 'appears', though, Mandy Rodrigues - you know, the world famous editor of Adventure Probe - offered me a crisp and a cheese and pickle sandwich. So while I tucked in she told me all about her

experience with her fanzine complete with hints and tips for beginners. I tried to stop her but the Editor told me never cast obscenities with your mouth full. So I opened a can of Tango and listened, with a furrowed brow, to a stream of Welsh. If I had had the YO Interpreter there, which I didn't, this is what he would have said:

"Got any more Tango?"

"Oh, alright... after that, during the interpretation,

"I started editing Probe on my C16 with a Commodore MPPS-601 printer, which had no true descenders, no letter quality or anything. After reader's criticism

of the layout, I got a Citizen 1300, which is

an excellent printer, but it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

It's a bit slow, and it has a few problems.

Adventure Probe 11

wordprocessor but it didn't last long because of memory shortages.

Instead, on the Amstrad CPC is the present system. Basically, if you have a wordprocessor that you're happy with then stick with it. Otherwise, hang loose 'cause it'll be dipping into the ins and outs of hardware/software is a later issue.

So what's the actual process of producing a facsimile. That is, according to our Mandy? The nitty gritty? Tell it like it is, Mandy.

"Producing Proofs, I would say, it doesn't matter what machine I use as long as I have Protect to do it with. The spelling checker is essential, too. I usually print out the text in bold, near-letter quality, sometimes a double-strike as well (but it can get a bit blurry) on A4 paper and then reduce it via a copier. However, since this last couple of months I have changed to bold, double-strike, compact, near-letter quality with the elite font. Then I changed the wordprocessor's ruler to 95 characters instead of 80, 44 lines of text instead of 60 which all fits into, exactly, A4 size. Which is much quicker and cheaper as I don't have to reduce printed pages anymore."

So an ordinary A4 is laid flat on the desk and all of the different pieces of printed text are cut out with a pair of scissors. Any diagrams or headings are sorted out too. After that, the whole lot is stuck onto the page with a mixture of spray-on glue (that you can unpick and re-position) and clear tape (such as the Scotch Magic Tape) to stick the edges down and eliminate page shadows. Tape, for example, costs a fortune and you still see the

marks after copying. But why do that old fashioned leg-work when the wonders of DTP are here? Unfortunately, Mandy doesn't really like DTP, although she uses Timewarrior on a ST to include headings and so on. Basically, because she likes the in-built fonts. Another reason though is that, during a recent DTP experimentation, a large portion of the readership complained because they hated the style - so they demanded the old style back again!

Another lesson, here. Listen to your readers! Do not take the dictatorial attitude. You know, "I'm the editor and I know best", you will only lose your readers that way.

So once one side of the A4 sheet is pasted up it is copied and then that copy turned around ready for the other side of text. Then it's stapled and stuck in an envelope.

Postage, you'll find, is a problem. The weight of the mag will dictate how many pages you include.

"I've gone up to 32 pages and it costs 27 pence an issue to send out. Forty pages, you get away with a first or second-class stamp. I'm on 100 grams now. If I go much more it'll cost me 32 pence for each issue. My postage bill is getting on for £200 per month."

A general tip to any budding editors out there is to thank the readers. A note of thanks for contributions will be much appreciated (you can include it with the next month's issue to save postage). It's not always possible. A not every time someone sends in a couple of lines of text might be taking things a bit far but reasonable contributions



it in the mag. They will love to see that their contribution is welcome."

But what do you tell your friends with? As the editor, you will find that you will be doing all of the work for a while until the readers feel as though they want to make an effort.

otherwise required for quiet contemplation. Whatever you do, make sure you have a steady reserve stock, even if you have contributing writers. You will, undoubtedly, have dry months, with no - or very little - contributions. However, when you do receive contributions let your contributors know exactly how much you appreciate it with a short note of thanks. Even if the contribution is稚ive - never tell anyone off. As Mandy says,

"What are editors for? You can take a very badly spell letter, or the grammar can be absolutely dreadful and correct it. I do get the odd like that one from the very, very young. They've got something to say and they might not know how to say it. You know what they mean and you can write it in your own words."

One of the principle pieces of advice from Mandy, though, was that any editor of a fanzine must be,

"...dedicated and must be able to meet deadlines. Sometimes it can be very difficult. But you can't give up. A lot of young people come along and decide to set up a user group or club or something and they play at it. They get a couple of issues done, they don't work at it and the whole thing falls by the wayside. People have to know that you're reliable. You have to release an issue, without fail, every single month. Other wise they will be less likely to send you yearly subscriptions (or re-new them) if it's unreliable."

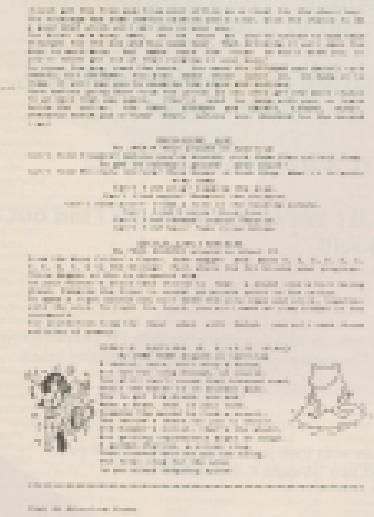
So dedication is the word, chaps. Ask Roy Castle.

One of the biggest problems with a fanzine production is the price. It

is not worth running at a loss for the sake of an attractive price. Don't forget there is such a thing as "perceived value". That is, if you sell a fanzine for ten pence some people might say, "Ugh, can't be much good at that price". Also, you will not enjoy dipping into your own pocket. So count up everything that contributes to the cost of the magazine - for a whole year. Then divide the whole lot by 12. When I say "everything" I mean it. From photo-copyer costs and postage to printer ribbons and pens. Add it all up. On the other hand, you can forget about becoming Robert Maxwell in a matter of months. Do not add a margin for profit, unless you want to turn the fanzine into a serious business. Even then, however, be careful not to set the price too high that you'll scare everyone away.

Mandy also had other tips such as shopping around for supplies. Colleges buy their paper by the pallets, for example. Making it very cheap. If you asked nicely, maybe you could be some off them. It may work out vastly cheaper than your local stationers. Other supplies may be bought in this way. Luck plays a part in finding a good bargain, though.

Finally, if you want to find out just why Mandy Rodrigues' Adventure Probe fanzine, the mag for all people interested in computer-based adventures of all kinds, is so successful then why not buy a sample copy to see how it's done? Just £1.50 from Mandy Rodrigues, Adventure Probe, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2PF (£2.50 outside the UK).



(page articles, for example) will take a contributor time and effort.

Another good tip?

"I always make sure that new subscribers get mentioned in Probe as soon as possible. If you get a letter or even a card - put

interviews are always a good thing. Besides the initial questions, they do not require too much thought. After all, you can print the type of interview that recalls a large portion of the interviewee's words. Hence, you will find yourself blithely copying what someone has said for the majority of the time. Saving time.

NEXT MONTH

IN THE ONLY
COMMIE MAG
WORTH
SPENDING
YOUR DOSH
ON

IT'S COMING!!!

IT'S BIGGER THAN CLARE RAYNOR'S
CLEAVAGE!!!

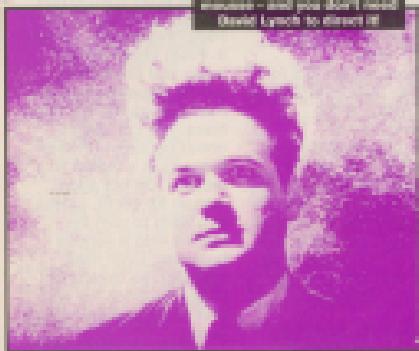
IT'S MORE ARTY THAN TWIN PEAKS!!!

IT'S COOLER THAN A POLAR BEAR
SITTING IN A BUCKET OF ICE!!!

IT'S MORE POPULAR THAN BART
SIMPSON!!!

IT'S UTTERLY COSMIC!!!

What is it? We're not telling!!! Find out
next issue!!!



YC - Cheaper than styling
mousse - and you don't need
David Lynch to direct it!

And some of the rest of it might be like this:

COMPUTER INDUSTRY SOFPO 1991

In the first heat of YC's ship-riveting no-celebrity quiz, we find out exactly how humiliatingly little PR people know about the industry in which they toil. Ranged against each other: The foremost PR brains of the industry (or at least those who'd got back from lunch when we called).

JOYSTICK ROUND-UP

[Whiplash!] "Rawhide!" It's the last round-up as Rick and Adele play with their joysticks for the thrill of you, the reader. Can the games-playing hardware take it as the intrepid two: "Wiggle it, just a little bit"?

YET AGAIN: LOTS OF FABBO, SKILLO, GAMES REVIEWS

...As Rick stared at the full colour review that glared from the page, he gasped "How can we possibly fit so many stonking games into one humble magazine?" But he came through, weathered the storm and... Well, you'll just have to read the next issue.

YC April '91 - More invigorating than an acid bath without those messy bathroom stains.

MARCH 22-29

(Natch, we reserve our right to upgradetowntowngrade Michael Grade the mag's content whenever we damn well please, should we feel like it because we're that sort of people - well that's what our Psychiatrist says.)

Please, kind reader, receive a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME _____

MY ADDRESS _____

Give this to your local paper shop before it blows away!



- All orders despatched by 1st class post
- Quality products at keenest prices
- 7 day 24 hour ordering
- Credit card accounts debited only on despatch of goods
- Complete customer satisfaction is our aim

Order by Telephone: Credit card order telephone line.

0902 552113 0902 553366

By Fax: Fax your order with credit card details
(500 characters)

Final payment with order

Please give your name, address, telephone no., software title, price advertised and name of house

Markville Park

Citizen 1200+ Printer
With Q34 Interface
ONLY \$139.99

Worrellville Park 2

3 Cartridge Pack
Chase HQ, Shadow of the Beast,
Batman the Movie
ONLY £55.00

ANSWER

Commodore 1541 II Disk
Drive + 2 Disk Games
ONLY £138.99

Business Plan Template

REFERENCES

11.50 per cent for external annual
12.50 per cent for external annual

These notes discuss a formal system capable of expressing power relations.

10. *Journal of the American Statistical Association*, 1980, 75, 338-342.

Digitized by srujanika@gmail.com

Singer Corp.

Call 1-800-444-9999 for instant savings!

MISADVENTURE

Last month I began a new, occasional, series looking back at those adventures that you may have missed, especially if you are new to the world of adventures. A service that, I hope, will provide you with a ready supply of adventures now that the shops have reduced or eliminated adventure stock altogether.

This month as promised, I will begin a similar series devoted to RPGs. The first subject to come under the microscope (the 'TC' model with the jam as the head) is the Bard's Tale series from Interplay.

BARD'S TALE Electronic Arts

Bard's Tale is, unashamedly, hack'n slash. There is none of your in-depth interaction here, maaaaa. Granted, you'll have to solve a

number of puzzles but most of them are based on the password theme. However, as long as you approach the series in the way that it was designed, a stonin' bash, you will have a ripping time. You'll have to mop up your Cid after every session, mind you, the blood tends to get into all of those little crevices.

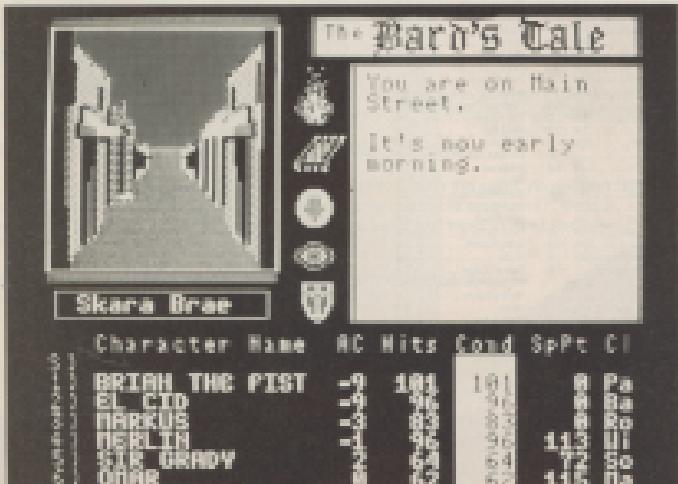
In Bard's Tale 1 the evil wizard is Mangor whose ichor-stained claws have snarped the once fair town of Skara Brae. To exterminate this vermin your dirty half-dzon warriors and mages have to plod every square inch of the town and its sixteen 22 x 22 rooms. Character classes also include mages, bands, rogues and paladins. You can "roll your own" or bring in seasoned dragon slayers from any of the Wizardry's or Ultimas. The Bard is the interesting character in the game. This cheeky

When God invented 'orrible slimy caves, he/she reckoned that they needed some kind of dweller most suited to the environment. Paul Rigby was the chosen one (probably).

chappy plays a variety of Jason Donovan songs that invokes different magical spells. Frequent mugs of ale are required to keep his throat in good working order, though, otherwise it'll dry up and he won't be able to play

(well, that's his excuse). With a "through-the-eyes", first-person perspective window off the game world to the left, a horizontal box holding text (character stats, etc) below and another box containing scrolling messages to the left the whole screen design looks very polished and clean. Cursor keys on the joystick or even the (I,J,K) keys will suffice for movement or locking down doors. Mouse trigger other activities. These include shopping at Garth's, checking to see if anyone has been promoted a level at the review board, healing at the many temples scattered around the town and having spell points recharged at Roscoe's. In battle you only have to type in easily remembered 4-letter codes rather than a spell's entire name.

One monster from the first rank of attackers



The screenshot shows the game's interface. On the left is a 3D perspective view of the town of Skara Brae, featuring tall, narrow buildings and a central square. On the right is a character status screen with the title "Bard's Tale" at the top. Below the title, the text "You are on Main Street." and "It's now early morning." is displayed. A vertical menu bar on the left side of the status screen includes icons for a sword, a scroll, a shield, a map, and a character portrait. The status screen itself has a grid layout with columns for "Character Name", "AC", "Hits", "Lond", "SpPt", and "CI". Below this grid is a table of character statistics:

Character Name	AC	Hits	Lond	SpPt	CI
BRIAN THE FIST	-9	101	101	0	Pa
EL CID	-9	96	96	0	Pa
MARCUS	-3	83	83	0	Bo
HERLIN	-3	95	95	113	Ul
SIR GRADY	2	64	64	72	So
DRAR	0	62	62	116	Na



wilderness, a bank and a casino where you play blackjack. BT2 succeeded in increasing the number of mental breakdowns recorded in the UK during the year of its release, 1987. For the mages there were 29 new spells and a new magic class. Also a Sage makes an appearance, you can ask him questions.

Monsters may be summoned and made permanent members of the party.

but, in the long-run, becomes harder. Especially with the introduction of ranged combat (you can use spears and bows), which applies to spells as well as weapons. Puzzles are also harder (some have time limits). Graphics are about the same in quality.

The final (or new) installment, subtitled the "Trial of Fate" gave many improvements, including new character classes and spells, a wider

Confused? Interplay would. Tarjan has demolished Shara Bree so you must seek and destroy the boulder.

All in all, the Bard's Tale series was an excellent system that still entertains many a RPG fan. The UK distributor, Electronic Arts, tell me that only the disk versions of Bard's Tale 2 and 3 are still available from them. However, if you shop around you should still be able to

appear in the picture window during the day, minimally animated with groping claws, blinking eyes, dragons spraying fireballs across the screen and so on. After a victorious battle you may be awarded experience points outright. In the maze, however, you've usually got to cope with unlocked chests that are often booby-trapped. The mazes aren't stacked on top of each other as in some games but scattered all over the town. One is six or seven levels deep while another takes the form of a castle.

Bard's Tale 1 will take you a long time to complete and will, due to its tricky mazes, turn many players into throbbing, rather moist, jellies.

Bard's Tale 2 built on the success of the original, with more mazes (20), more cities (six), more monsters (over 100 kinds), a huge



Hologenesis

Character Name

BRIGBY THE FIGHTER
STR 12
DEX 10
INT 10
CON 12
CHR 10

Bard's Tale

You face death
in the
Hologenesis.

Will your character
survive the
Hologenesis?

PC/MAC/Commodore 64

£19.99 (RRP £19.99)

PC/MAC	Commodore 64	Amiga	Macintosh
1280x960	1280x960	1280x960	1280x960
640x480	640x480	640x480	640x480
320x240	320x240	320x240	320x240

The plot revolves around the Destiny Wand which held the peace in the Realm for centuries. Uageth Zaria, an evil Archmage, stole the Wand and smashed it into seven pieces, then scattered them to different locations. As a result, mercenaries from the neighbouring kingdom of Lestatidea are running in muck, sorry, I mean rassing arov. Before the Wand after bashing Zaria and then re-unify the Realm. The beginning of the game is easier than the original

variety of puzzle types and the ability to use objects in order to solve them, the option to save the game while in the dungeon and autosaving. There are 60 different dungeon levels to explore but they vary widely in size - right down to 5 x 5 squares in area. Thirteen character classes are available, including seven kinds of spellcasters. The plot for BT3 was the return, from the original, of the read god Tarjan (although Tarjan is actually not a god in the original at all).

And Bard's Tale 1, if you missed this series I highly recommend them. In fact, the Bard's Tale series were largely responsible for sparking the high interest in RPGs within the UK, as a whole. If you can't find Bard's Tale 2 and 3 in the shops write to Electronic Arts at the following address (ask them about the Bard's Tale hint books, too): Electronic Arts, Customer Service, Langley Business Centre, 11-49 Shafston Road, Langley, Nr Slough, Berkshire, SL3 5TY.

WINKS 'N NUDGES

Yet another series starts this issue - where do we get them from, eh? Lots of hints and tips, 'n' fings. If you have any hints, tips or solutions to pass on please send them to me and I'll print them forthwith, or even sooner.

PLUNDERED HEARTS - INFOCOM

Daddy's been kidnapped! Not Yes, really but don't forget to go the Ball before you freeze off to find him. Once you've done that check out a good (?) Barbara Cartland in the library. You know - where they always keep the hidden doors, secret passages and the like. Handle things freely and try to overcome your strict upbringing and you should uncover the passage.

DEMON'S WINTER - SSI

A bit of advice when you're creating your

party. Create a Paladin and buy him a priesthood, thus giving you two skills for the price of one and freeing a character slot. Don't bother learning Potion Lore or Hunting, they are of no real use in the game. View Land and Weapon Lore, however, are very useful. Having two wizards is a good idea. One with Spirit Runes, the other with Ice Runes, sorry, Runes.

BARD'S TALE III - INTERPLAY

Sore feet from trekking around Tonibosai? Can't find a Shadow Door to go with a Shadow Lock? It is there, just not immediately obvious. Those of you who have gone on the coach excursion to Matria, don't forget to take all of those special goodies with you - you'll need them.

HEROES OF THE LANCE - SSI

Keep the mags and Goldmoon in the frontline, so that they can do their stuff. A few tips on how to

attack the following banebees, highmarch, treacherous, erm... things. Bear Gnomen - no problem; Giant Spiders - swing your sword downward to them; Trolls - "charm" or "hold" then hit 'em; Gully Dwarves - easy meat; Wraiths - charm and hit them quickly; Hatching Black Dragons - use the "Dotted Dragon Breath" and then hit their legs and lower body; Kitharath, the mother dragon-hatched, who is so large and deadly she'll have you gibbering on the floor in total and utter terror - erts, need question. . .

SENTINEL WORLDS 1 - ELECTRONIC ARTS

Mining is not worth the effort. Chugging around in your ATV to pick up three types of ore takes valuable time and effort. Sully really as it brings little cash for your labour. When boarding ships don't forget to use projectile weapons and then raid the armory which is always in the same place. Grab the haul (especially the tessellation) and then sell the lot. Incidentally, the strange items such as

aristan lenses and holophones may be pretty but they're pretty useless too. Sell them.

BARD'S TALE III - INTERPLAY

If you're having trouble obtaining a rainbow rose in Lucencia have you seen anything else which may have been rainbow coloured? Zar is a connection. For those of you having problems handing out flowers, the bard's song at the ball be help.

WASTELAND - INTERPLAY

The 'copter is only a one-off use, you'll need high agility to fly it too. Then again, as you can walk anywhere you want is it really necessary? Sorry, but you won't be able to enter Darwin Base until you've visited Sleeper Base, which mean you'll have to travel the streets.

ULTIMA V - ORIGIN

Food is a big problem at the start of the game, mainly because stealing is a no-no. The only thing for it is to keep your party small, initially, and sell non-essential items. You could hang around bridges and take a stroll at night to find a few monsters to kill. Have your main intelligent character do the buying and selling. If there are any beginners out there who still can't find the dungeons, look in the mountains for little piles of boulders.

00ZIN' EUGENE'S SCUM OF THE EARTH

Most people don't realise what being 'Scum of the Earth' entails. **0ozin' Eugene** tries to be popular but everybody ignores his weeping scones, and nobody'll help him change his dressings.

Handy any tips this ish for the more recent games, but I'm waiting for you lot!! Don't forget, we're paying real cash - not monopoly money - for original cheats, but if we've seen them elsewhere before you'll find they go straight to the bottom of the bin.

OPERATION THUNDERBOLT

A flashback from the past here (but we've had loads of letters about it recently), and Richard Dayley offers a full guide of how to play it - and win a crispy toaster for the trouble.

Level 1

Keep your aim in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down the fire button. If you're a beginner, for more accurate shooting.

Kill the helicopters with a rocket. You should complete this level without losing a life.

Level 2

Remember, the enemy's bullets cannot harm you if they're on the opposite side of the screen, so don't panic. Concentrate your fire on the far edge of your own side.

Level 3

This level is almost impossible without using the continue options. Tanks are lethal because there are so many of them. If things get crowded, use a rocket. You only need one bullet to destroy a mine or ground-to-air missile.

Level 4

Accurate aiming is vital to rescue the hostages. If a hostage gets in the way, shoot him.

The heavily armed officer is not as tough as he looks. Be prepared for him coming from the right, hold the fire button and follow him around 'till he dies. Also, try shooting him in the head.

Level 5

Same rules apply as for level 3.

Level 6

The men hanging from the top are lethal, so wipe them out first. Don't be afraid to use your rockets, and when the end-of-level officer appears, shoot him in the head.

Level 7

Same as level 3.

Level 8

This one is a test of your reflexes, as the opponents come rushing towards you. In the final shoot out, stay to the left of the hostage, hold down the fire button and blow the man's head off.



SOCCE
BOSS

STRIDER - THE MAPS

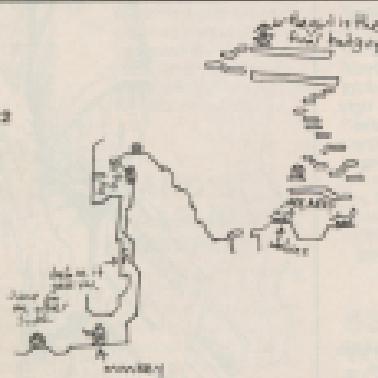
Here's the maps to the yonks old US Gold game, care of somebody who declined to give us his/her name or address. It's okay

you can tell us, they weren't THAT bad, and now you've missed out on the chance of fifteen pounds/moneys.

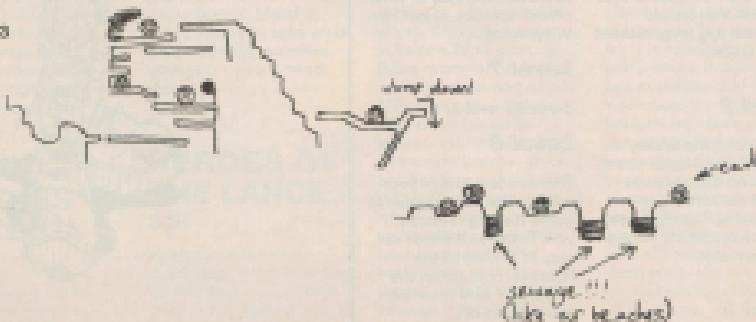
Level 1



Level 2



Level 3



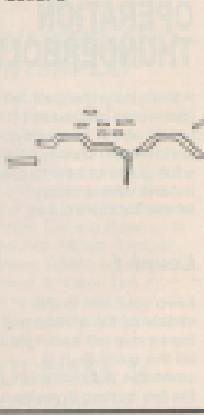
MIDNIGHT RESISTANCE

Neil Boccock (Owen) supplies all those frustrated Resisters, who couldn't get last months tips to work, with a sure fire to improve your Midnight moral. And we supply him with five quid.

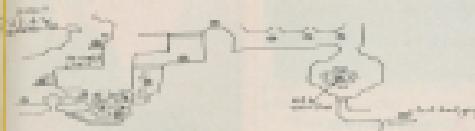


When you die and it tells you to reload the tape, press play and let it carry on. You should never be on the second level. You can do that on every level.

Level 5



10



That's your lot! Next issue we'll see the return of Winger's Corner, the High Scores, and a few new tasty limericks.

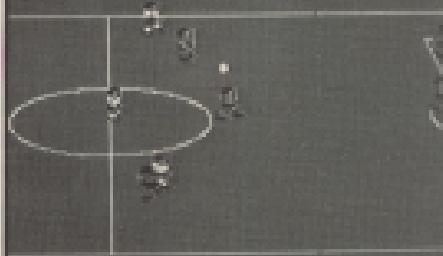
If you've got a bundle of ORIGINAL hints, tips and maps, and you feel so inclined as to pop them in the post in order to receive a huge (well, almost) amount of cash, send 'em to:

OOZIN' EUGENE'S SCUM OF THE EARTH,
YO, 20 POTTERS LANE, KILN FARM,
MILTON KEYNES, MK11 3HR.

You can expect to wait up to 60 days after publication for the cash, though!!

FOOTY CORNER

根据最新数据，中国人口已达13.4亿，占世界人口的21%以上。



In a new addition of "Scam", where all the foxy game tips are supplied in one place, we welcome Rob "No Garry Nickname" Brown, and his incredible 4 tips. A former's on it's way home.

pressing numbers until they cover the screen. Press Return and the game will crash. You can also alter the programs. Try changing the players' ratings to 0, and change lines 2000 and 2010 so you earn several million.

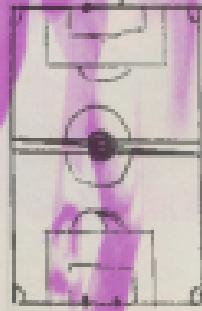
MATCHDAY

Chip the ball from the penalty spot to score a goal.

FOOTBALL CHAMPIONS

ITALY 1990 - THE MAP

From... You, Robert -
Stern



SOCCE BOSS

Go to the bank and bank

Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINKYBOB

Clutching his YC cardboard camera, Jeffrey Davy hit the ATEI and discovered truckloads of arcade games on free play. Yowser!

Neon junkies and serious business types in John Major-style grey suits mixed freely at last month's Arcade Trades International, or ATEI to its friends. Many of the new games for 1991 were displayed by proud manufacturers in said suits who strolled up and down, holding meetings with other people in suits while the serious business of playing the things was left to professionals like myself and any other degenerates that had been let in.

Apart from the arcade games (reviews of which follow), there were some other, slightly odd, arcade attractions to be spotted. Talking frogs are, you have to admit, not the kind of thing you expect to see as you pop down Pancake. Yet a company called Glasdon have made one; it rolls its eyes, puffs its cheeks and, er, speaks in a sad but rather boozing voice. It does need someone to work it, though - out from the back of this one came a Glasdon executive who seemed to relish being a talking frog.

Over at the back of the show was "the sensational 'Fast draw' gun fight", for those who thrill out over High Noon-type situations. Two people get holsters



Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB

people dying in nice clean arcades, can you?

"Kentucky Derby" was a load of balls... which had to be thrown into different-value holes as often as possible to move one of twelve racing caravans. Fast and furious, the race is won by the fastest ball-blower who manages the

quickest and highest ball score.

And weighing machines? Get outta here...!

MEANWHILE, OVER ON THE SCREENS...

FRAGMENTS

Possibly the most immediately challenging and fun game of the whole event, this new Atari offering appears to have crossed Tetris with Missile Command and infused survival strategy and massive killer addictiveness to make something of an unexpected stunner.

Up to three players go through three short stages. Stage one is the building of fortified walls around little castles with randomly-arriving Tetris-style blocks. A castle has to be completely surrounded by walls or the player loses a life and, later on, any cannons they have managed to acquire.

Stage two sees each player positioning cannons within their fort walls and Stage Three sees the Missile Command-style section as players move their cannon sights (with a Tracball) over enemy walls and blast them away. The demolition achieved depends on how many cannons players have - the more cannons a player has, the more damage they can wreak.

And so back to the rebuilding phase until a player can't rebuild any more. The time limit is



strapped to their sides and are asked to draw their guns when a green light comes on. A computerized scoreboard announces the draw times and who managed them. No, no blood but you can't have



Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB



competitively set and the game is just so damn addictive, I could hardly bear myself away.

sound of a harp being strummed up and down) when there was a Space Invaders machine at the local swimming baths. It

sat in the corner and made those strange 'phwoos' shooting sounds and the 'Thump-Thump-Thump' sound of those invaders

getting gradually closer to home, punctuated by the 'weeeeee-ooor' sound of flying saucers.

And with 1991 comes the remake of the original. This time the display is enhanced by static backdrops and the aliens and gun have been slightly tweaked.

After a few levels on Earth, the action moves to space and the aliens



STICKY BUSINESS

You! It's this year's *Beam Busters* but... in space. As you progress around some sort of base, as many varieties of squiggy alien life rush toward you, just begging to be blown to their alien afterlives.

Life Force is quite generous and the action fast and furious but, now, another *Operation Wolf*-style game? Help!

STICKY BUSINESS

I remember the heady days of 1979 (gesture turns rippled and dreamy to the



change shape and characteristics. They're also damn fast and damn mean. They truly whizz down the screen of the and of a wave.

The best new section is the 'battle-sleeping' section. Flying saucers swoop from the sky and attempt to carry away little cows from the bottom of the screen. Blasphemy!

onto a different stretch of road.

'Cisco Heat' is not merely a novel twist to the road race game but a genuinely enjoyable and colourful game.

TROG

Finally (and, I'm afraid, without a picture) there was Trog, tucked away on one

of the huge stands. The game idea was classic Pac-Man inspired stuff but with some enjoyable graphic twists. You play one of four dinosaurus (three other people can play simultaneously) and you have to tramp around a screen-size maze landscape and collect a load of dinosaur eggs before racing to a suddenly-revealed home square.

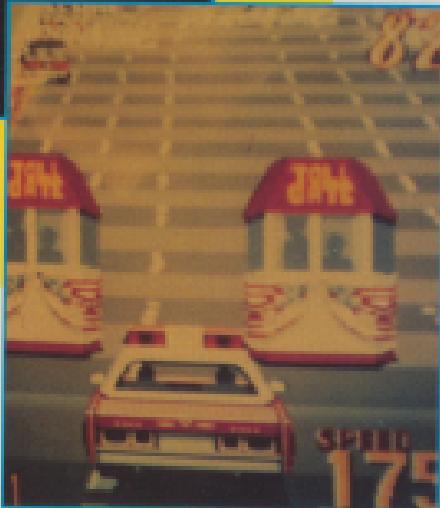
Little prehistoric guys with clubs - Troggs - try to stop you by chasing your poor dinosaur and attempting to batter him/her with clubs. You can get your own back by chomping pineapples which turn a humble Dino into a rampaging, Trog-munching, Tyrannosaurus Rex.

The graphics look as if they've been digitised from plasticine models and have that Morph (remember him?)-like quality to them. They're really sweet too. When a level has been completed, the dinosaur that got 'home' first gets zoomed to screen size and performs an animated dance or plays a string-guitar. Rock on... Chomps!



'CISCO HEAT'

San Francisco seems a great place for a road race. And what if you didn't have to worry about getting a speeding ticket? What if you were in a Police car race. Yes, yes, yes! So you get to burn through the hilly environs of San Francisco. It's all fast-paced action due to the speed and the bums & cars that get in the way, no matter how much you honk your horn. You also have to turn the odd 90-degree corner which makes you



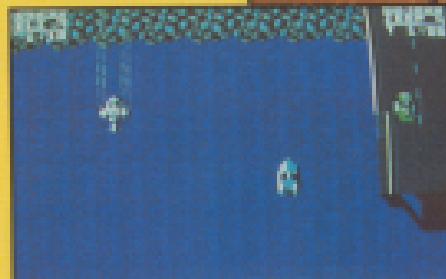
NEON ZONE SPECIAL JOBBY - VER ARCADE SHOW THINGY BOB

SWIV

One plays with his chopper, the other poofs around on the bottom. SWIV is most definitely not Silkworm IV, and Rick Henderson is most definitely not the baby eating Bishop of Bath and Wells. But both have certain similarities with their counterparts.

I never really took any notice of the Falklands war, and when we won there was such a jubilant atmosphere in this country that nobody stopped to consider the cost of the victory in both human lives and sheer cash. And now that the Gulf war has been forced upon us like Christopher Timothy's arm up a surprised one's bottom in 'All Creatures Great and Small', the money that has been spent up to now (exactly a week after 'Operation Desert Storm' had started at time of writing) is quite phenomenal.

For instance, it costs almost 1 million squidgyones for a cruise missile (and we were firing them off at about the rate of one every 50 minutes), and one plane could cost anything from 20 million quid. If we were to tot up how much money it would cost to buy the equipment that is used in SWIV, the total would be a sum of money that even the United States would find hard to find (although McDonalds



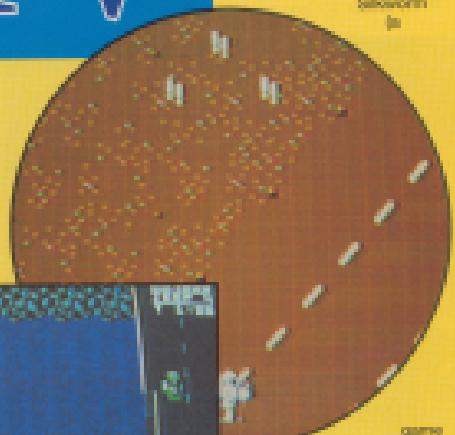
probably makes that much in one day - and that's just the Chipping Ongar branch).

This is because there's more high-tech weaponry thrown at you in two seconds than in two world wars. And added to that the sheer number of bullets that you spit at the enemy in the course of the game would keep several ammunition suppliers in work for the rest of their lives.

But this is all paramount to the fact that SWIV is a damn good blaster, and needs a plethora of spiky things all mining down at

you at ridiculous speeds to give the hardened gamerplayer a challenge in today's shoot-em-up. And SWIV is certainly today's meg-em-and-let-em-be-grateful-toe-in-em-up, and yesterday's and next week's, and probably even next century's.

Firstly, you could count the amount of decent vertically scrolling shooties on one stump, and even the mighty revered Xeon was a tad mediocre on the console. With this history of poor up-the-screen blasters how could Stewie fail to better the best of the bin lidders. The funny



thing is though that not only has the company beefed it, it's taken the whole game idea cracked it in the oven at gas mark five and baked it into something quite splendidly different.

The ideas aren't that new for the shooty genre, mainly because a lot of the gamemay is based upon the bestselling Silkworm (a

game also

programmed by The Sales Curve - for Virgin Mastertronic), and SWIV too features a dual player mode in the form of either being able to play a tank or a jeep. It is here that the unique part comes in.

To my knowledge, no other game uses the multiplex method as concisely as SWIV. What this means is that the helicopter flies over all objects but is able to shoot everything, whereas the jeep cannot pass through buildings, walls, etc., and the airborne enemy sprites fly straight over it. Sometimes there are even obstacles that the jeep can go under, and some that it must jump over to continue. This allows for some very varied gameplay when there are two personages crammed around the screen.



although if only one player wants to have a crack they are forced to play the chopper.

The rest of the gameplay is pretty much standard. There are four levels in which you must fly up the screen and smeg the frig out of everything in your way. And at the end of each level is a giant guardian in the shape of progressively bigger army establishments.

Along the way you occasionally get to pick up a bubble which will enclose you in a sort-of force field, allowing you to be indestructible for a few seconds, or alternatively you could shoot it a few times and it acts as a smart bomb, annihilating everything on screen.

Also there are giant robot helicopters that often appear, and they explode when you've pumped a fair amount of lead into their body. As soon as they disappear they leave behind several weapon tokens that cycle through four different types of bonuses when you shoot them. It is through these that you obtain the most awesome kind of firepower that has ever been seen in a shooty (the five-way spreading shot), and if both players have the same power, the screen lights up in a blaze of mega-death.

In SWF Stomp has followed up the excellent St Dragon with an amazingly better game. The graphics,

although as committee as they come, never like they've got a SCUD missile up their butts, and at times there are so many zeroes on screen at one time that only the kindest hand can get you out of it with your life intact. And the speed that makes a good shoot-em-up into a great one. If you do decide to buy down you'll pull out a few hairs in frustration when your chopper explodes in a ball of flames, but if you don't you'll end up bald when you realize what you're missing.

CREDIT CARD

CHARACTERS	REALITY
The variety of bad guys is like you'd expect.	Not too bad.
Lots of weapons and invasions, and plenty to do.	The off, and other stuff.
Never fear a zone through a bowl of grenades to be made.	More strategy.
It's a bit of a bore.	Or
It's a bore.	It's a bore.

NAME: SWF,
SUPPLIER: Dream
PRICE: £19.99 (Age: 12+).
RELEASE DATE: Early March.

OVERALL

95%

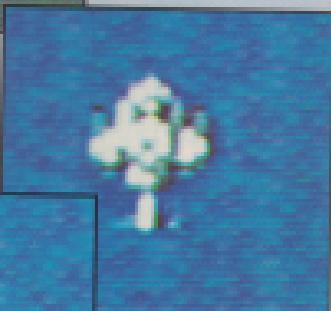
This is probably the most perfect shoot-em-up you're likely to get on our humble console, not much plot and tonnes of smegging.

THE GOOD GUYS



The Jeep - A small bundle of metal bar that burns around on the ground blasting everything that moves (and some things that don't). It has a gun barrel on its back that can be locked in any direction that you like, allowing you to fire at those diagonally difficult routes.

The Helicopter - This mean beast can fly over just about everything, and its military capability is second to none. When people say that they're afraid of your chopper this is what they're talking about.



The Speedboat - When water comes along, the bloke in the jeep leaps out and into this moist death-dealer. It has essentially the same capabilities as the helicopter, as it is only able to fire to the front.

Fear the programmers of Silkworm, the sleek 'new' up of the nineties... come 2000, the shoot 'em up of the nineties.

STORM SWIV

Available for Amiga, Amiga CD32, Amiga 1200, Amiga 2000



COMBAT
COORDINATE
SYSTEM

Computer aided weapons systems on-line communications (offensive operations). System check complete, prepare for combat as a member of your nation's assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

Passenger Cockpit: Destroy enemy control centers.

Secondary Cockpit: Interdict mission. The destruction by missile/gun force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'em up of the year." Amiga Computing November '90

"Superbly Shoot 'em Up Storm." Zero Review Dec '90

Software and Images are from the Amiga version.

CHEATS!

CHEAT!



**CHEAT THE
SYSTEM AND MAKE
SURE YOU GET YOUR
COPY OF YC EVERY MONTH BY
SUBSCRIBING TO THE WACKIEST
MAG IN THE WORLD.**

If you take up this offer we will save you £5 and post the next 12 issues free. So get smart and cheat your favourite commodore magazine out of a fiver.

Published monthly - SUBSCRIPTION PRICE £23.40* £18.40

Having firmly established itself as the top C64/128 publication, YC is every 64 gamer's dream. It is crammed pack full of incredible competitions, wonderful features, free posters, exclusive reviews, wacky articles and quizzes, and more in EVERY issue.

As if this wasn't enough, on the front of each and every magazine is a free cassette full of games, games and more games making the YC the best magazine for Commodore users around!

**THE ONLY
COMMIE 64
MAG WORTH
SPENDING
YOUR DOSH ON**

* Rates refer to subscriptions sent post free to UK addresses. Overseas rates on request.



Please commence my subscription to YC with the

ISSUE

I enclose a cheque/postal order for £..... made payable to ALPHAVITE PUBLICATIONS LTD.

or debit £..... from my Access/Visa Card No:

Valid from..... to

Signature..... Name.....

Address.....

.....

Post code.....

Cut out and send this form with your remittance to:

Subscriptions Manager, Alphavite Publications Ltd., 38 Potters Lane, Kiln Farm, Milton Keynes, MK11 2HP.

THANGS TO COME

When you walk around a corner are you afraid of bumping into somebody and ending up with your blood, bone and skin decorating their T-shirt? Rik Henderson gives you a sort of bent mirror to be able to see what's coming, and helps you avoid any unnecessary plastic surgery.

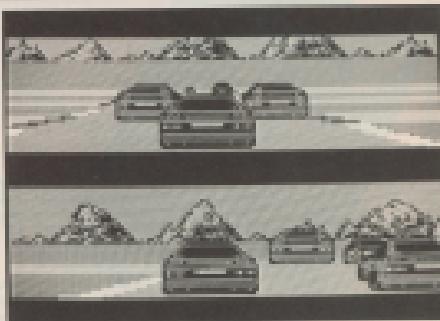
LOTUS ESPRIT TURBO CHALLENGE

If you remember, this little beauty was given the In-Din award for the Licensed Property of the Year, and when something as prestigious as an In-Din award is given to an original product, you can be guaranteed that loads of similarly named licensees are not only round the corner, but they're heading this way at breakneck speed. How long will it be, for instance, before 'Jaguar Team Racing' is released, or 'Through Two-Seater Simulator', although I think we can do without 'Rollant Robin - Death On Three Wheels'.

Buried's enjoy Lotus Esprit Turbo Challenge whilst it's unique. Firstly it allows two drivers to compete against each other, at the same time. This is done using a rather splendid split-screen system where the viewing area is split into two halves with a player occupying each. Although this isn't THAT new, it is done in a pretty splendid way, and the action,

speed and graphical qualities have not suffered one iota.

And instead of concentrating on the simulation aspects of sports car racing, this is



just as slick and chunky, and you can be sure that if it's any bit as good as its 'big brother' version, Gremlin will be looking at a large amount of certificates and accolades coming their way pretty shortly.

ON THE DRAWING BOARD



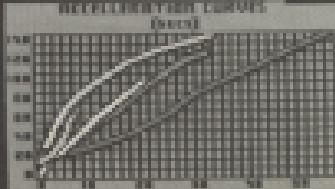
CREDIT CARD

NAME: Lotus Esprit Turbo Challenge
 SUPPLIER: Gremlin
 PROGRAMMER(S): Gremlin
 PRICE: To be announced
 RELEASE DATE: Out soon

an arcade-like jobbie that relies more upon giving you loads of levels of pure exhilarating fun than a dodgy gear-stick system and naught 'realistic' content.

It's proved to be ever such a success on the Amiga, and the Commodore version looks

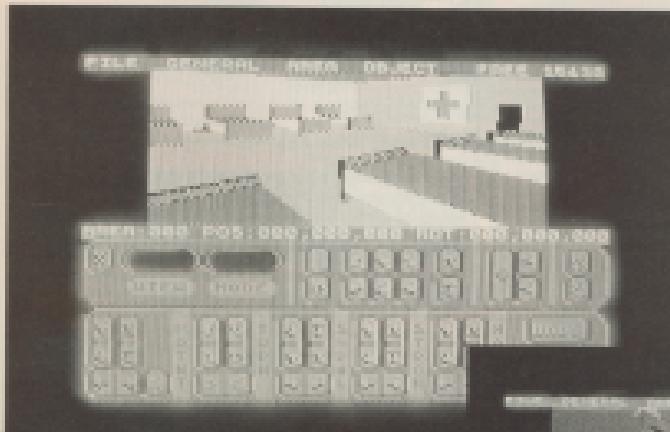
PERFORMANCE
 SYSTEM REQUIREMENTS:
 COMPUTER: 16MHz 386/486,
 128K RAM, 1.2M HD, 1.2M
 CD-ROM, 16-BIT VGA,
 16-BIT SOUND CARD.



FRONT

REAR

3-D construction kit



Gallery would pay 400 thousand quid for.

And you still don't need to be a genius to be able to use it, because everything is done by icons. You can even animate your objects and build whole environments to base them in.

There is a library also included that allows you to add sound FX to your designs and even whole environments already.

ON THE DRAWING BOARD



available for you to just drop into your game. And I'd wager that in the very



with a Black and Decker (try saying that five times in a row - fast) power saw? Well, you really need to go no further than your own keyboard with Incentive's (marketing by Domark) 3-D Construction Kit.

No longer will we have to put up with the limitations of SEUCK as the only kit worth designing our games on. Now we can put together complete games in the Castle Master, Doctor and Total Eclipse mold, but with one major difference, nobody has to be a computer boffin to do so.

This new construction kit allows you to build 3D objects using a 'lego-brick' method of revolving a brick into the shape you want and placing on top of

a previously shaped block. Do this enough times and you will either come out with the Eiffel Tower or something that the Tuks

never future we'll be having more than one original Freescape designed game appearing on our cassette and humans for that!!

CREDIT CARD

NAME:	3-D Construction Kit
SUPPLIER:	Domark
PROGRAMMER(S):	Incentive
PRICE:	To be announced
RELEASE DATE:	Late April

Have you always felt like building your own house but you really, honestly can't be done with all that cement? And have you felt like bottling down and getting on with that roof extension that you've always promised to do, but you're scared of accidentally knocking your own head off?

REAL HATRED IS TIMELESS

LAST NINJA

NINJA

Regarded as a licensee within itself, the highly acclaimed Last Ninja series reaches an unequalled plateau of excellence with the arrival of Ninja T. Seldon. It has a series of games now as many awards world wide as *The Last Ninja*. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER ...

Available on Cartridge for C64 Computer and the Commodore 64/128 Computer. Also for the Amiga and Atari ST Home Computers.

SYSTEM 3 SOFTWARE

Blenheim House, 8 Ash Hill Drive, Pincher Creek, Alberta T1E 2A9
Telephone: (403) 588-5692 Facsimile: (403) 588-5584

which is in large and nearly incompressible state prior to the initial state. The most glorious display of graphical and animated light experiments were seen in the course of events.



with a massive introduction sequence, incompletely classified 10¹⁰ background galaxies and a more than 99.99% helping of alien visitors, while it also places a chapter of excellent science fiction experienced by even the most amateur scientist, *Star Trek*! — A game of science fiction.



protect
the
rights
of the
people



Advanced CH4 Sensors



fun

school

3



Under
5s



Count up to 100 to help
pony get the money



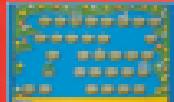
Pair the large letters
at the alphabet race



5 to 7s



Roll the dice and match
the clock game play



Code the bear from leg
to leg to move the mouse



Over
7s



Follow the directions to
find the buried treasure

- Amstrad ST • Amiga • PC • Amstrad PCW £16.99
- Spectrum • C64 • Amstrad CPC £11.99 (tape) £14.99 (disc)

DATA BASE EDUCATIONAL SOFTWARE

Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: 800 challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Fun learning graphics, exciting sounds, carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the writing team which created Fun School 2, the best-selling educational package ever!

On sale at top dealers nationwide. Selected stores availability of larger branches of WH Smith and Books.



Format	Under 5s		5 to 7s		Over 7s	
	Type	Disc	Type	Disc	Type	Disc
Amstrad ST	£4.99	£4.99	£4.99	£4.99	£4.99	£4.99
Amiga	£9.99	£9.99	£9.99	£9.99	£9.99	£9.99
PC 3.5" 1M	£9.99	£9.99	£9.99	£9.99	£9.99	£9.99
PC 3.5" 2M	£9.99	£9.99	£9.99	£9.99	£9.99	£9.99
Amstrad PCW	£11.99	£11.99	£11.99	£11.99	£11.99	£11.99
Spectrum	£6.99	£6.99	£6.99	£6.99	£6.99	£6.99
Commodore 64	£9.99	£9.99	£9.99	£9.99	£9.99	£9.99
Amstrad CPC	£1.99	£1.99	£1.99	£1.99	£1.99	£1.99

Please supply Fun School 3 for
the code numbers circled

Colour version to Colour version

Mono version to Mono version

Individual Individual Individual Individual

Single Single Single Single

Taped Taped Taped Taped

Add £1.00 postage £1.00 £1.00 £1.00 £1.00

Name _____

Address _____

Send to: **Funhouse Software, PINEWOOD, Ellesmere Port,
Cheshire, WA14 2JL. Order hotline: 0151-557 2049.**

Postcode _____